

GENCON ISSUE

DDW DW RPG

DIARY OF THE DOCTOR WHO

ROLE-PLAYING GAMES

The fanzine devoted to Doctor Who Gaming

ISSUE # 11



"TIME STORM" ADVENTURE MODULE

"THE UNREASONABLE DEMAND" ADVENTURE MODULE

"BOLD WEEVILS" ADVENTURE MODULE - "THE LOST BOY" ADVENTURE MODULE

GENCON INDY EVENT REPORT - REVISED FASA COMPANION STATS

RANDOM ADVENTURE MATRIX

and MORE...

EDITOR'S NOTES

Hello and welcome back to another issue of DDWPRG. This is our GenCon issue, covering the events of the grand gaming convention held annually in the United States.

For the first time since GenCon left Milwaukee, I broke the moratorium on attendance and decided to go to the event. My ban on attendance was not just that I lost the convenience of the event being near my home, but I was disappointed that they had moved the event away from the ancestral home of role-playing games in Wisconsin. One used to be able to make the day trip away from the con and go to the very location where role-playing games were born if one wanted a historical perspective on the hobby (see *DDWRPG* Issue #2). I just could not bring myself to support the change in general location after 35 years, though I had supported TSR, Wizards of the Coast, Steve Jackson Games and other companies in supporting their games. I had promised myself that I would only return to GenCon if a new *Doctor Who* game were produced. Well, it is now 2011 and Cubicle 7 are going strong with the new *Doctor Who—Adventures in Time and Space* RPG. Per my own rules, it was time to return to GenCon. And I am glad that I did.

This issue is packed with great information and excellent contributions from numerous writers. A special thanks to John "The Inspector" Ridley, Neil Riebe, Stitch, Lance Ducker, and Norm Canestorp for giving us great material to share with you. We look forward to some more great contributions from these team members!

We are always looking for more things to include in our fanzine. We encourage you to share with us your NPCs, campaign arc ideas, home made supplements, adventure modules, opinion pieces, Game Master tips, product reviews, and more. If you read this fanzine, then you are also part of our team. Chip in and share your ideas with others. Have something you want to make a part of our fanzine? E-mail it to seidler@msoe.edu

Cheers,

-Nick Seidler



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This issue of the fanzine is dedicated to Christopher Cebula who has helped the DDWRPG staff in the reporting of various events, as well as his assistance in providing transportation which is unmatched. Chris's dedication to Doctor Who extends to his decades of volunteering for public television, as well as his leadership in various Doctor Who clubs.

REVIEW: DOCTOR WHO ADVENTURES FIGURES

■■ of ■■■■■■

PLASTIC MINIATURES (c.2011)

Released by Doctor Who Adventures Magazine

(Only obtained as an incentive with issues of the magazine)



Doctor Who Adventures, the magazine released in the UK for children interested in *Doctor Who*, is best known for its incentives that it includes along with each issue. Many issue have small *Doctor Who*-related toys and items that make the kids want to buy the magazine at the newsstand. These items might be a set of stickers, erasers, pencils, pad of TARDIS shaped paper, and our favorite, the Matt Smith squirting tie. Well that was one of our favorites until we discovered that the magazine had released not one, but two sets of figures that would be perfect for role-playing!

Doctor Who Adventures twice issued a set of figures with one of its magazines (we believe that these were released in 2010 or 2011, but we are unsure which issue(s) the sets may have been released as. [Ed. - if any of our readers know, please pass on this information to us.]

The first set that we became aware of were a blister packed set of miniature plastic figurines that were labeled in a packet called “Dalek Army”. The set contained 17 of the newly designed Dalek figures. Five of the figures are cast in orange plastic (to represent the “scientist” Daleks), five are cast in blue plastic to represent “strategist” Daleks, and five are cast in red plastic as “drone” Daleks. The set also comes with one white plastic “supreme” Dalek and one yellow plastic “eternal” Dalek.

The second set that we saw released was called the “Monster Battle Pack”. This set came with a total of 16 figures. There were eight silver plastic Cybermen and eight blue plastic Sontarans that were in the set. The idea presumably being that the monster armies could battle on another.

The figures themselves are not particularly good castings, nor should they be expected to be—these were quick molded and blister packed at a very cheap price in order to be included at nominal cost in the *DWA* magazine. But the great thing about these sets is that they are scaled at exactly 25mm, making them (most probably unintentionally) the perfect scale for role-playing miniatures. For that alone, they are probably worth tracking down.

Of the sets, the Daleks are the best, as they accurately portray the new “iPod” Daleks and as such they are the first official miniatures of that style of Dalek to be produced. The Cybermen and Sontaran set is a bit weaker. The Sontarans are barely passable, and the Cybermen are a bit worse. The Cybermen lack complete definition in their faces and if it was not for handles on their heads one most likely would not know what they were supposed to be. They would probably look like stocky humanoid robots at best.

Overall, the figures are cheaply made and lack definition. Still, a rather decent miniature painter could prime and paint these figures to be rather passable, but one would really need to rely on the painter’s ability, and there are usually not enough skilled painters to make that worth the time and effort. Still they are figures that can be used for gaming and are perfect for quick battle mat placements to determine strategy. Seek these out only if you are really desperate for some *Doctor Who* miniatures.

2 out of 5 TARDISes.



GAMER ETIQUETTE 103

by Lance Ducker

When your group gets together to game, does everyone feel the same way about staying in character? Staying in character is important to the role-playing experience for several reasons. We will look at a few of these reasons, and discuss how this can give your game an added boost.

Most of role-playing takes place in your mind and the experience can be enhanced by players that add a little to their character's voice. Some tables have strict rules about dialog that characters say everything you do with the exception of gaming mechanics such as "I rolled an 8 and hit." Players and GMs are acting and reacting to a live experience, and you cannot plot out your response with the group. Also, you cannot have people saying things and then taking it back when another player acts on their initial response. The interaction may be a little too real, but that is what makes the gaming session memorable. You may want to give a little leniency to players that are new to the game, but encourage them to be responsible for their words and actions.

Another way one can add realism is by fitting your character's voice. You have an idea of your character, so how does he, she, or it sound to you? Are you a mousy little guy, a young child, a sultry woman or an alien? Try to take on your character's persona. If you are a male playing a female character or vice versa, try to differen-



tiate your normal speaking voice from your character voice. One option for people that are not comfortable in having a voice that matches their character is to state how they are speaking. For example, "In a heavy German accent, my character calls the guard to come over" or "The alien speaks in a series of clicks and whistles that the TARDIS translates into 'The hive will not allow visitors. Leave now or face the consequences'." Lastly, if you happen to run two characters, try to make sure people can differentiate between your characters. If your two characters happen to converse in front of the group, a simple turn of the head to either side can emphasize which speaker is talking. Your choice of dialog can further the experience for all.

How does your group ask each other for advice in the game? Is it your character asking another for help? Or is it out-of-character discussions? Most breaks in character occur in these moments, and it may be perfectly acceptable for the GM to silence the group from responding. Just because you have a great response for another character, does not give you permission to shout it out. A good example is when your character is not even in a conversation because they are out of the room, unconscious, or asleep, yet you comment on the situation. In another case, the GM may allow you a roll of the dice to add to your negotiation skill, but be willing to be able to convey *your* thoughts even if not as elegant as some of the other players. Intergalactic diplomats tend to be better than the average space marine when it comes to talking. Of course, some discussions are more convincing with a sonic disruptor or tissue compression eliminator at hand...

Finally, you may want to work out the discussion of actions between players. In combat, is it OK to ignore staying in character and get right down to the game mechanics? Does everyone get a say in the discussion even if they are not there? As a GM, we will sometimes separate a group if we need their actions to be independent of each other. What happens if the two groups can see but cannot hear each other? The player groups may need to conduct their discussion by gestures or sign language if their characters know it. Some groups work out basic signals, so they can adapt to these sorts of unforeseen situations.

What happens when a player breaks from character in the middle of a tense moment? As GMs, we have penalized players for adding table talk that can influence another character's actions. Agree to rules before hand, and you can avoid arguments later. It is hard to take an option away from a player if they may have had the same idea even though someone else blurted it out. We do not punish the player for hearing a good idea, but the person who spoke out of turn may just miss a skill check on a future roll, or may need to play in-character for the remainder of the evening with no added comments unless asked by another player or GM.

The players and GM have many tools for enhancing the game for their fellow players. It is as simple as speaking in a character voice, talking during your turn, and discussing actions when appropriate. This can make the whole session better for the rest. You may even encourage others to follow your lead. As said before, your group needs to feel the same about staying in character, so feel free to discuss it. Maybe you will find your voice talents by a little experimentation. Enjoy the game, and be a player that adds to the immersive experience.



CUBICLE 7 DOCTOR WHO PRODUCT LINE NEWS

We caught up with the team from Cubicle 7 at GenCon and had a chance to talk with Dominic McDowell-Thomas and Andrew Peregrine who both work on the *Doctor Who—Adventures in Time and Space* RPG line. Here are some of the things that they said were being worked on.

With the release of the new 2nd Edition Matt Smith version of the core rules set, which is currently expected in October, it will give Cubicle 7 the chance to release more products. The BBC has required the rebranding of the product to the new logo and Eleventh Doctor before new items can be released for the line. In the pipeline are the previously announced supplements, and new Gamemaster's screen. However, the *Aliens and Creatures* supplement will

most likely not be reprinted. Up until now, the BBC has required a "box set" only rule for the game, but this could possibly be relaxed in the future. This would be good news for gamers as it would mean that supplements could be released easier and that more product would be available at a better price point. If the BBC makes the solid economic decision they will allow Cubicle 7 to move beyond only box sets which would most likely increase sales.

In the works are a number of interesting items that we are a bit excited about. Dom and Andy told us about the special "First Doctor" set and also a "Second Doctor" set that seem to already be finished. The sets will give stats for baddies and also technical information from that era of the game. Scenarios in the vein of that era will hopefully be included as well. Dom said that they hoped to cover all the Doctors eventually. Another product that we might see is a "Gamemaster's Toolkit" to help GMs with various expanded rules. We are not sure if this is the same as *The Time Traveller's Companion*, but such a rules expansion is quite welcome to any of us who are playing the game.

Other products that are being worked on for the line are special adventure module sets. The idea behind these is that the set would contain a full thirteen adventures, like a season of *Doctor Who*, that form a campaign that the Game Master can run for his party. The set would include a few two-part adventures, and even have a story arc that follows the campaign for that "season"! The prospect of new adventures available for Game Masters to run is always welcome and we hope that Cubicle 7 number or code these adventure releases so that various adventure module sets fit into a pattern like the old *Dungeons & Dragons* modules did. This would allow a flow between adventure sets and give a continuing storyline that could be followed as well.

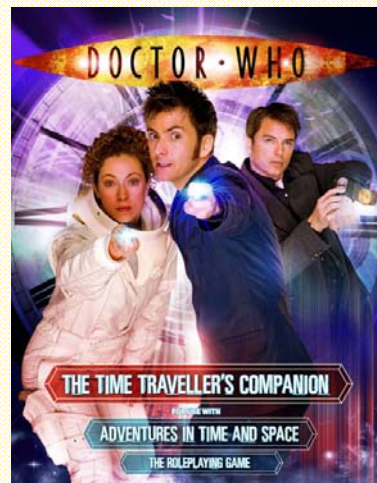
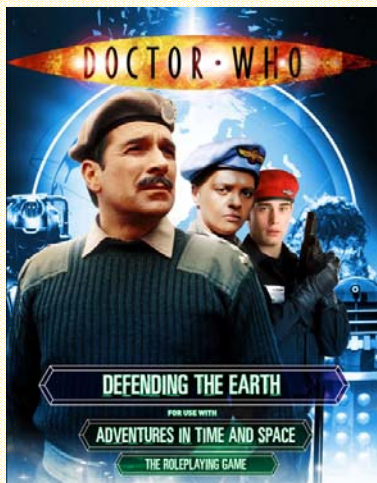
All of this is exciting news for the *Doctor Who—Adventures in Time and Space* line as we may see a lot of new products to support an already outstanding game! We're looking forward to the new Matt Smith set and all of the supplement that we hope will follow shortly thereafter!



DOM, NICK, AND ANDY AT THE CUBICLE 7 BOOTH

CHANGING THESE COVERS

Cubicle 7 let us know at GenCon that the same re-branding requirement that BBC had for the core rules box set has also affected the planned supplements (that are finished but have been put on hold pending the release of the new 2nd Edition Matt Smith version of the game). Thus, the *Defending the Earth* and *The Time Traveller's Companion* supplements will be getting new covers with the new Matt Smith logo on them. The covers shown here, and used in promo materials, will not be used for the actual releases of these products! Dom said they hope to be able to keep the Brigadier on the cover!



EVENT REPORT: GENCON INDY 2011

One of the biggest gaming showcases in the world is the annual GenCon gaming convention held in the United States each August. Housed in Indianapolis, Indiana since 2003, the convention find roughly about 25,000 gamers converging on the Indianapolis Convention Center each year. The convention features gaming of all types from role-playing games, to collectable card gaming, to miniatures, to board games, to live-action role-playing. The main exhibit hall features game companies that sell their games to attendees and who are there to do business with distributors and others in the industry. There are anime and film screenings, costume contests, auctions, free product drawings, and a myriad of other fun events that attendees can be a part of. Special events at the convention include lectures and panels on a wide range of topics, special tournaments such as the *Magic: The Gathering* National Championships, and the spectacular costume contest. Best of all, many of the designers of the games that



ON THE ROAD TO INDIANAPOLIS



THE NEWLY EXPANDED
INDIANAPOLIS CONVENTION CENTER



AT THE FRONT DOORS
ABOUT TO ENTER THE CONVENTION

one plays can be found working at the booths for their game companies. Ever wish you could ask where Gary Gygax got the inspiration for *Dungeons & Dragons*? At GenCon you could ask him in person (when he was still alive). Want to tell Steve Jackson how much you like *GURPS*? He's usually at GenCon. Want a rules clarification from the designers on your favorite game? GenCon is the place. So this year, some of the DDWRPG staff headed to Indianapolis for the big event on 03 to 07 August 2011. Ready to check out the gaming scene and to also support Cubicle 7 in running games for them at the showcase event!

Our trip began on Wednesday as we hit the road en route to Indianapolis. Sadly, our crew was one short as one of our staff got called back to work and could not join us for our adventure (Stan, you were missed!). One the way down to our hotel, we ran a playtest game of the *Doctor Who—Adventures in Time and Space* (DWAITS) scenario "That Old Box" which we would be running at GenCon on Friday. We ran through the adventure in about two and a half hours, which meant that it would be perfect for the 4 hour time slot of a tournament/gaming convention slot. We playtested the adventure which gave us a chance to see the layout and design of the character sheets of the new "second edition" (aka. Matt Smith version) of the DWAITS RPG. We have to say, the design and look are great (with character sheets laid out landscape style rather than portrait style as with the previous edition's character sheets). Overall the look of the new game seems brilliant and finally seeing the stats for Amy, Rory, and additional characters such as River Song was special treat.

We arrived in Indianapolis late in the evening and caught up with Norm Canestorp another long time member of the DDWRPG campaign. On Thursday morning we got ourselves together and headed to downtown Indianapolis to the convention center where GenCon would welcome tens of thousands of attendees for the convention. We arrived at around 10:30am, which meant finding the enormous line for will-call. There were literally thousands of people in line to get their badge for the convention, and the line was so long it ran the length of the building, doubled back on itself, and then went outside where it continued on. GenCon should really find a better way to handle the distribution of the badges. We recommend putting different letters of the alphabet in different lines, in different parts of the building, which would shorten the lines (such as A-F in one area, G-K in another and so on). This is something that needs to be improved in the future of the



CATCHING UP WITH CHRISTA AND JAY FROM NEWFOD



NICK WITH JIM OWCZARSKI, HIS GAME MASTER FROM HIS HIGH SCHOOL D&D GAME



THE WILL CALL LINE WRAPPED TWICE THROUGH THE CONVENTION CENTER AND OUTSIDE

convention and it was simply a very annoying thing for most people to have to spend literally hours in line just to get in the event.

We were lucky enough to bump into various friends and supporters of our fanzine while at the convention. We met members of various *Doctor Who* clubs, such as the North East Wisconsin Friends of the Doctor (NEWFOD). There were *Doctor Who* fans from other clubs from all over the country. Wandering through the convention, we also caught up with friends from high school and college, and other people that we knew as well. Reconnecting with old friends and players that you once gamed with is one of our favorite things about the event. While this is true for most conventions, it is even more true for those who have spent many hours together sharing one's imagination.

After we had our badges, we headed to the main exhibit hall which was in the newly expanded portion of the Indianapolis Convention Center. Having attended many GenCons over the years, this was by far the largest exhibition space we have ever seen. As far as one could see in all directions there seemed to be booth after booth of games, miniatures, t-shirts, dice, cards, and countless other gaming related products. Artists sold prints and original artwork. Others took commissions on the spot for character drawings. There were companies that specialized in making gaming furniture and tables to companies that bought and sold *Magic the Gathering* cards. If you were a gamer, odds are that there was something there that would interest you.

Our first stop of course was to visit our friends at Cubicle 7. Their booth was right near the front and overall they were in a great spot. With the release of two new games this year *The Laundry* and the Lord of the Ring's game *The One Ring*, Cubicle 7 had a fairly good stock of items worth purchasing. Best of all was that the company was selling the first edition of the *Doctor Who—Adventures in Space and Time* (with David Tennant on the cover) for half price at the convention, so one could pick up the starter box set for \$30! The *Aliens & Creatures* supplement for the *Doctor Who* game had been nominated for an *Ennie Award* at the convention but failed to grab the top prize. However, *The Laundry* RPG did win the silver award for best new game, which was well deserved.

Other stops inside the exhibit hall that we wanted to be sure to make included stopping by the *Doctor Who* North America booth



MATT, DOM, AND NORM



CUBICLE 7's DOCTOR WHO RPG DISPLAY



CATCHING UP AT THE CUBICLE 7 BOOTH



THE MAIN EXHIBIT HALL / DEALER'S ROOM



THE DOCTOR WHO NORTH AMERICA BOOTH — COMPLETE WITH TARDIS



NORM CHECKS OUT THE COMIC BOOK DEALS



MATT COMPLETES THE QUEST TO CHICK-FIL-A



CARDHALLA—FINAL RESTING PLACE FOR MANY COMMON MAGIC CARDS

which featured a TARDIS at it. Many *Doctor Who* cosplayers found their way to the booth to get their photo taken with the prop. It was a brilliant cornerstone to the booth and one we recommend that other *Who* dealers get for conventions as well. The Indianapolis based *Doctor Who* specialists also carried FASA *Doctor Who* miniatures at their booth (selling at a cost of \$1.95 each set, compared with the original price of \$6 a set). No longer manufactured for 25 years, the DDWRPG staff bought up every set that they could find of the miniatures. The store also carried contemporary *Doctor Who* videos, audios, and action figures, as well as some books. With the exception of the miniatures there were no other older or collectable items.

As a group, we walked the exhibit hall as we would on each consecutive day of the convention. We bought comic books, gaming materials, and other items that we thought worthy to spend or money on. We then headed out for dinner, making sure to go to the mall food court so that Matt Lininger could get some chicken from Chick-Fil-A which he had been talking about since the trip began. With an early day the next day, the team decided to look around the convention and find the locations where our games would be the next few days, which had us visiting some of the hotels in the area where games were scheduled. With no set plans, as a group we set up shop, and the DDWRPG staff launched into an impromptu session of our own DDWRPG *Doctor Who* RPG campaign. Matt ran an adventure in



MINIATURE GAMES ALWAYS A HIT



THE DDWRPG STAFF GET IN A MODULE AT THE CROWNE PLAZA HOTEL FOR THEIR OWN DOCTOR WHO RPG CAMPAIGN

which the crew had to convince a character to join the TARDIS crew. It was fun and the camaraderie of playing one's own campaign at Gen-Con is still often more enjoyable than playing a one shot with other people you do not know.

After this, with a game early the next morning we headed back to our hotel room for an early night so we could make our 8am slot of the *Doctor Who-Adventures in Time and Space* RPG that Nick was game mastering.

The morning saw the first event that we were scheduled to run (see the event description on the next page). It was a module for the *Doctor Who-Adventures in Time and Space* RPG entitled "That Old Box". The adventure ran numerous times over the weekend with different GMs taking the reigns. The module was fun, and the players at the Friday 8am slot did brilliantly.

After this, our group took the time to check out other various parts of the convention. One of the things that we did was stop in on the GenCon auction where one can usually find some great deals on games and accessories that various people have put to the convention on consignment. There were great items that were being sold there

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THE HOTEL, FORMERLY A TRAIN STATION, STILL HAS RAILCARS IN IT THAT ARE HOTEL ROOMS



THE INFAMOUS GENCON AUCTION EVEN SOLD AN EXPENDED M72A1 LAW ROCKET THIS YEAR!



BOB AND NICK BUMP INTO EACH OTHER ON THE WAY TO GAMES



NICK SCORED SOME RARE JUDGE'S GUILD ROLE-PLAYING ADVENTURES AT THE AUCTION STORE



NEW 2nd EDITION RULES AND CHARACTER SHEETS



THE PLAYERS BEGIN THEIR TARDIS JOURNEY



GENCON MODULE REPORT: "THAT OLD BOX" (DWAITS)

At GenCon we had a chance to run the *Doctor Who-Adventures in Time and Space* role-playing game for Cubicle 7. In doing so, we were given the new character sheets and some of the rules pages from the yet-unreleased 2nd edition box set, and we have to say that it looks great and plays brilliantly!

At our table we had a fun and engaging group of players. Michael Kauka (who played Rory Williams), Kurt Wiegel (a very in-character 11th Doctor), Tiffany Thomas (a spot-on River Song), and Eric Schroeder (as the Indiana Jones-ish archeologist character Montana "Monty" Python). The team settled in well for the adventure that was called "That Old Box" (and which was titled in the module write-up that GMs were given as "Cat's Eye").

The adventure found the team investigating an old abandoned building inhabited by vagrants, street people, and feral cats. Some of the street people are glazing over and losing all sense of reality in an almost trance-like state. An investigation of the abandoned house they are living in reveals that one of the street people has an old box of his most valuable items - most are junk, but one item is a small extraterrestrial spacecraft! The vagrants are slowly being taken over by an unknown force and soon the players are faced with zombie-like people and a slew of feral cats that are also somehow infected. Chased to the second floor of the house, if they cannot stop the alien entity the whole world could be lost as it tries to take everyone over!

The players were able to successfully save the world. Kurt played a spot on Doctor and led the group through the adventure. Teamwork between Tiffany's River Song and Michael's Rory led to an amazing solution to most of the threat, while Eric's Montana Python added his fair share of comedic and action moments. The game was a great success and the players brought real energy and great characterizations to the adventure. Kurt was voted best role-player and won a DVD copy of the *Doctor Who* story "The Awakening" provided by DDWRPG! Each of the players were also given free dice and a coupon for \$3 off at the Cubicle 7 booth!



A LIGHT HEARTED MOMENT IN THE GAME



MICHAEL, KURT, TIFFANY, ERIC, AND NICK

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and some of our favorites included a Jawas getting drunk dice bag that sold for \$400, and an actual M72A1 LAW (Light Antitank Weapon) launcher tube! Both Nick and Matt found some goodies in the auction store, with Matt picking up a Superman action figure he wanted.

With more free time available, our group took the time to check out some of the other areas of the convention. We went to the Wizards of the Coast hall, where *Dungeons & Dragons* was being played. There were even learn-how-to-play tables that the group considered joining. However, all of these games cost \$4 worth of generic tickets to play in. This simply was not acceptable to us. We would have to pay \$4 to learn how to play a game that you hope to sell to us?! Not a chance. So we passed on the chance to play a beginner game of 4th Editions *Dungeons & Dragons* (though technically we all knew how to play it). Instead we took pictures of the 1:1 scale Beholder monster that was on display in the hall. GenCon and game companies such as Wizards of the Coast, Paizo, or Mayfair Games need to make sure that some of their events are free and do not require advanced sign up. While there are such demo games in the exhibit hall, they are often crowded or hard to get it. The exhibit hall is not that comfortable a place to learn how to play games. For a hobby that costs almost nothing if one is frugal, the cost of playing games at GenCon is anything but.

Not willing to pay-to-play, we took in more of the convention such as the card game hall which was also connected to the miniatures hall. We checked out numerous games and saw what was being played. There were lots of games to choose from but we were still avoiding having to pay to be a part of a game. We went back to the hotel where the next game was planned, and relaxed a little before the 8pm slot Nick was scheduled for. Matt elected to play a solo game of *Magic The Gathering* against himself (he won!), while Norm read the new Lord of the Rings RPG that he got.

At 8pm Nick ran a playtest game of the forthcoming *Primeval* RPG on behalf of Cubicle 7. The game ran completely smooth and the players were able to follow the action and solve the plot expertly. Overall reaction to the game was that it was brilliant. More detailed coverage of that game is included on the following page.

At the same time as that slot, some of the rest of the staff went to the local theater that was running a GenCon special event and watched the Arnold Swartzenegger film *Conan* on the big screen. The film was classic, but some of the patrons would not stop talking during the film and were eventually removed from the theater by the ushers putting a slight damper on the experience. Friday came to an end with the staff calling it a very late night with a full day of gaming and fun under their belt.

Being able to sleep in on Saturday was key to keeping the group's spirits up and being well rested for another full day of events. The day started with a trip to Waffle House to get some food and then back to the convention center for another opportunity to go through

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WIZARD OF THE COAST'S *D&D* HALL



BY THE CORRECT SCALE BEHOLDER MODEL



THE MINIATURE GAME HALL



AREA FOR COLLECTABLE CARD GAMES



THE GROUP READY TO PLAY TEST THE NEW *PRIMEVAL* RPG WHICH WILL BE RELEASED BY CUBICLE 7




GENCON MODULE REPORT: "MESSAGE IN AN ANOMALY" (PRIMEVAL)

Cubicle 7's new role-playing offering *Primeval*, based on the popular time-travelling TV show was also a game that we helped run at GenCon. This was a chance for us to playtest the yet-unreleased RPG with a group of first-time *Primeval* players. Half the group were familiar with the show, and half were experiencing the world of the Anomaly Research Center (ARC) for the first time.

At the table we had Dave Cambell (who played Nick Cutter), Angela Murray (Abby), Tony Petrecca (Connor), Shawn Brock (Stephen), Phil Gullow (Jenny), and Darryl Louth (Jake, an ARC security man). The game started with an overview of the game and its mechanic and then an overview of the *Primeval* TV series (and establishing that this adventure takes place within the events of the first season of the series). After those details were explained and everyone was familiar with their characters, the game began.

The adventure, titled "Message in an Anomaly", featured the ARC team responding to an anomaly alert and discovering dinosaurs loose in a hotel. After neutralizing the threat, and returning the prehistoric creatures, the group get a message that simply says "Help Me" from the anomaly before it closes. Doing some research the characters learn that a person had gone missing after an attack that happened at the hotel 15 years earlier in the same room. Investigating, the players find that the wealthy socialite Miriam Fairfax was the victim of that earlier attack, but the accused night porter who was there that evening disappeared. When the anomaly reopens, the team discovers that the truth of what happened 15 years earlier can be found in a jungle in the Cretaceous Era!

The game was a resounding success, and the players were quite impressed with the new *Primeval* RPG, which shares many of its mechanics with *DWAITS*. Each of the players were given free set of dice by Nick, and Cubicle 7 gave everyone coupons for \$3 off at their booth! It was a very successful play test of the system. 



SHAWN (PLAYING STEPHEN HART (on the Right)) EXPLAINS HIS CHARACTER'S ACTIONS TO NICK WHO IS GAME MASTERING



PHIL, NICK, ANGELA, TONY, DARRYL, DAVE, AND SHAWN

(continued from page 11)

the main exhibit hall. This time we really took the opportunity to try to walk past every booth so that there was nothing that we might miss at the event.

Some of the highlights of the exhibit hall included stopping by the Privateer Press booth where our group took the time to try a demonstration game of the *Voltron-Defender of the Universe* miniatures game, based on the anime TV series. The game's engine was based on the popular *Monsterpocalypse* game and overall game play was rather fun. Obviously in a quick demo game the subtleties of various strategies is lost, but it was a great opportunity to get up to speed on the game mechanic. In our estimation there could be a few improvements to the system, but the game was still quite enjoyable to play.

We took the time to stop by the Chaosium booth to see what was new in the *Call of Cthulhu* RPG world. This year celebrated the 30th anniversary of the role-playing game based on H.P. Lovecraft's pulp horror stories and it was great to see the line as strong as ever. Other dealers in the hall also carried Cthulhu related games and merchandise. Perhaps our favorite product was a t-shirt in the style of the President Obama poster that said "Hope" which featured a stylized image of H.P. Lovecraft and the parody slogan "No Hope". Classic.

Another interesting booth that we visited was the Wizards of the Coast area. Smaller than we have seen in the past (and interestingly less filled with product) the area featured a life-sized floor map where one could be taught the basics of strategy and positional play for the 4th Edition of *Dungeons and Dragons* with the players standing in the spaces where their miniature would be placed. Oversized dice would be rolled as the players tried to defeat an Orc played by a person in a full costume. This was actually rather fun to watch, but overall the action seemed to get a bit bogged down as players tried to grasp the details of the combat strategy and renewed importance of placement in the current edition of the game.

At 1pm, Matt and Nick went to run their FASA *Doctor Who* RPG slot at the Crowne Plaza Hotel. A chance to reintroduce players to the older version of *Doctor Who* role-playing that Nick ran at GenCon for over a decade from the late 1980s until the early 2000s. The game still proved popular as Matt explained the game mechanic to a table full of players who had never tried the now long-out-of-print game mechanic that FASA's system used (though we did use the DDWRPG variant of the game that increases the character's Maximum operating endurance level (hitpoints) and simplifies the target number matrix). In all, the adventure "Time Storm" proved popular and the game also provoked interest in the new *DWAITS* game as well. Players were told of the discounted 1st Edition of the Cubicle 7 version of the game at the dealers room. More details about the FASA *Doctor Who* slot are given on the following page.

After that game, our group's Game Mastering responsibilities ended giving us more time to check out the convention and investigate the numerous offerings at the event. Dropping our bags at our car we lightened the load by not hauling around rulebooks and the

(continued on page 15)



NICK TAKES THE OBLIGATORY TARDIS PHOTO



THE VAST EXHIBIT HALL



CHAOSIUM CELEBRATES 30 YEARS OF
CALL OF CTHULHU

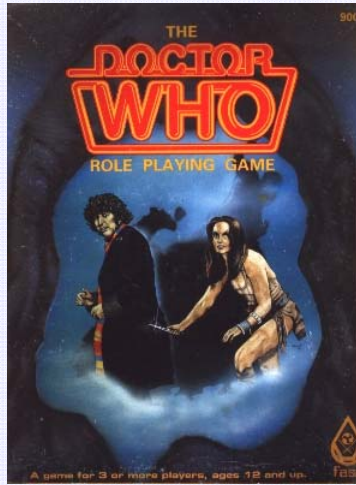


LIFE SIZED D&D GAMING COMPLETE WITH ORC

GENCON MODULE REPORT: "TIME STORM" (FASA DOCTOR WHO-DDWRPG Variant)




THE PLAYERS FIND THEMSELVES
FACING THE CYBERMEN



The old FASA *Doctor Who* RPG got a little bit of love at GenCon this year as we ran an adventure for the game for the attendees. On hand to be part of the adventure were Grant W. (who played the character of Hunter, the space pirate), Jeff Hetzel (Frankie, the 1920s Chicago gangster), Michael Meyers (Susan, the UNIT scientist), Matt Cox (Dr. Mike, the physician), Rik Lamm (Prof. Stallworth, the archeologist), and David Gleason (Kyle, the force field technician).

Nick game mastered the adventure that he and Matt Lininger had put together for GenCon. Matt was on hand to co-game master and help the players (none of whom had played the FASA RPG) with the game mechanics for the adventure.

The characters in the adventure find themselves swept up in a time storm and land on an alternate Earth. They discover that they are in the desert, and as they go towards the nearest civilization they find an old blue London police box. Tracks lead away from the box and towards a mountain but on the way. Soon it is clear that the tracks of the three people that led away from the blue box stop and that other bipedal beings have ambushed the group and dragged the three onwards towards the mountain. Upon reaching the mountain the party discovers that they are at the Yumma Mountain Nuclear Waste Repository. However, upon arriving they discover dead bodies of the guards that work there. Can the crew discover what is going on, and help the people from the blue box? For the full plot of the "Time Storm" adventure module go to pages 18 to 22 of this issue.

The adventure went great, and as it turns out the adventuring party escaped in the spaceship this time! The award for best role-player went to Jeff Hetzel who won a copy of the *Doctor Who* DVD "The Awakening" donated by DDWRPG. As with the other games, all of the players also received dice for participating in the game. 



THE BEST PLAYER AWARD WENT TO JEFF (IN THE
TAN SHIRT) WHO PLAYED THE MOBSTER FRANKIE



MATT L. (CENTER) CO-WROTE THE ADVENTURE
AND HELPED THE PLAYERS WITH THE RULES



THE TABLE AS THEY NEAR THE END OF THE ADVENTURE



DAVID, RIK, GRANT, NICK, JEFF, MICHAEL, AND MATT C.

(continued from page 13)

items we purchased earlier in the exhibit hall. To finally be free of our heavy backpacks was quite welcome. The chance to relax a bit and no longer be on a schedule was also nice as we could sit down and wander the convention center at a more leisurely pace.

Our group returned to the auction and the store to see some of the other bidding and enjoyment going on. We took the time to wander back and check out the miniatures painting area where gamers could sit down and paint their own miniature which they could keep when they were finished. This is a great thing for first timers to try as the event staff give a few tips on how one can improve one's techniques and try a few new styles. It seems that painting miniatures is as popular as it ever was with gamers.

This time also gave us a chance to catch up and get some photos of the more interesting costumes that were at the convention. Costume play (cosplay) is more popular than ever these days, especially with female fans. Those who are interested in fashion or tailoring will find that their efforts are well appreciated by most of the convention goers with most people in costume often asked for photos for their creations. Many of those who were involved in Live Action Role-Playing (LARP) games for the weekend were also dressed appropriately for a similar reason. Steampunk outfits were very noticeable, as well as players who were dressed in Asian attire for the *Legend of the Five Rings* LARP. We made sure to take photos of some of the more interesting costumes which we have included on the following two pages.

Our Saturday night and Sunday morning were quite similar in that we took our time combing the exhibit hall and sat and tried some new games that we bought or were given at demos. In all we wound down the weekend enjoying the atmosphere.

GenCon is the sort of event that anyone interested in gaming should experience at least once. There really is something for everybody with almost every interest related to the genre. For us, it was a great way to catch up with friends, play some of our favorite games, and see what is new on the market for us to consider purchasing. At times the sheer volume of events and possibilities is overwhelming, but so long as you go with a friend or two to share the experience with there is never a single dull moment. We are looking forward to next year's event....



TAKING A BREAK



THE MINIATURES PAINTING AREA



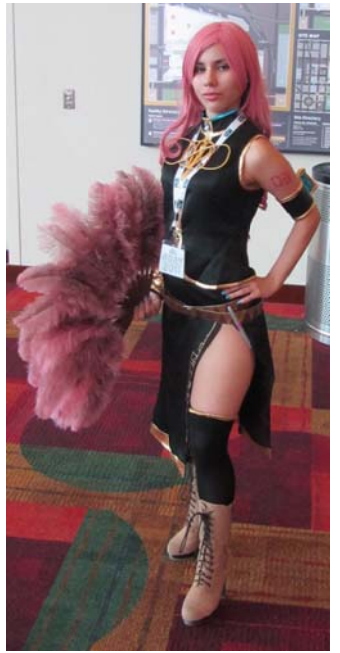
TRYING OUT NEW GAMES



THE DDWRPG STAFF AT THE END OF THE CON...



SOME OF THE MANY COSPLAYERS AT THE CON IN FRONT OF THE TROLL EXHIBIT





But what about the Doctor Who cosplayers? See pages 46 and 47 for a special section just on them...



MODULE: "TIME STORM"

by Zepo and Stitch

"Time Storm" is a Doctor Who adventure module set on an alternate Earth in 2011CE. This adventure deals with the team of players being swept up in a time storm and having to help save the Doctor, Amy, and Rory. This adventure module can be run with either a non-Doctor party, or with a group featuring a Doctor different from the one being saved.

This adventure was refereed on Saturday, 06 August 2011 at the GenCon Indy gaming convention. As this was a one-shot convention game, the plot begins with new characters being swept up into an adventure with the Doctor. If played in a standard campaign, this is a good introductory module for new characters who meet the Doctor (or other Time Lord) for the first time and perhaps stay with them for more adventures.



YUCCA MOUNTAIN AND ITS DESOLATE DESERT

The characters are going about their business in their everyday lives (in different times and places through out the universe) when they are swept up in a time storm. There are huge winds and reality seems to swirl around them as they are pulled out of the location and time they are in and sent somewhere else! The characters black out and go unconscious.

As the characters wake one-by-one they can take in the surroundings. Due to the time storm, there is sand blowing everywhere around them, but they are protected in some sort of "bubble" caused by the time storm. It almost seems like they are inside of a snow-globe, but the sand is whipping around outside of it. At this time, the characters can get to know one another while in the "bubble" of the time storm. Players with skills in Temporal Science or Physics

have a chance to realize that they have been pulled into an alternate universe.

As the bubble eventually dissipates, the group can see the sand settle and their surroundings. They have landed in a stark and dry desert, but with a ridge like mountain nearby, and the temperature is about 85 degrees Fahrenheit (29.4 Celsius). The group of characters have landed in the desert that looks like that of the United States in 2011CE. Nearby their location is a blue police box, which they are most likely to investigate as it is the only obviously man-made object nearby. Tracks lead from the box, and towards the nearby mountain range. [GM NOTE: As the blue box is the TARDIS, it cannot be entered at this time.] The best thing to do is follow the footprints that lead away from the blue box.

Following the tracks, characters with skills in tracking or awareness will realize that there are three people, a female and two males, that the footprints belong to. The footsteps seem to lead towards the ridge-like mountain that looms above the characters. Before reaching the mountain, however, the tracks are met with other tracks that are heavy boots with strong ridges on them. It seems as if the people to whom the original tracks belonged were captured or knocked out as the other footprints that seem to be dragging the makers of the original footprints towards the mountain. Characters investigating the area where there are many footprints together have a chance to find a sonic screwdriver or psychic paper in the area. [GM NOTE: This is where the Doctor, Amy and Rory were before they were captured by Cybermen as they went to investigate the mountain].

The footprints and drag marks lead to a road and an entrance in the mountain. Characters with good awareness or intuition rolls will notice that far away the group can see that there is some sort of structure located atop the mountain. This object looks sleek and futuristic and anyone going to the structure (which will easily take

FEDERAL LANDS IN SOUTHERN NEVADA

Land use:



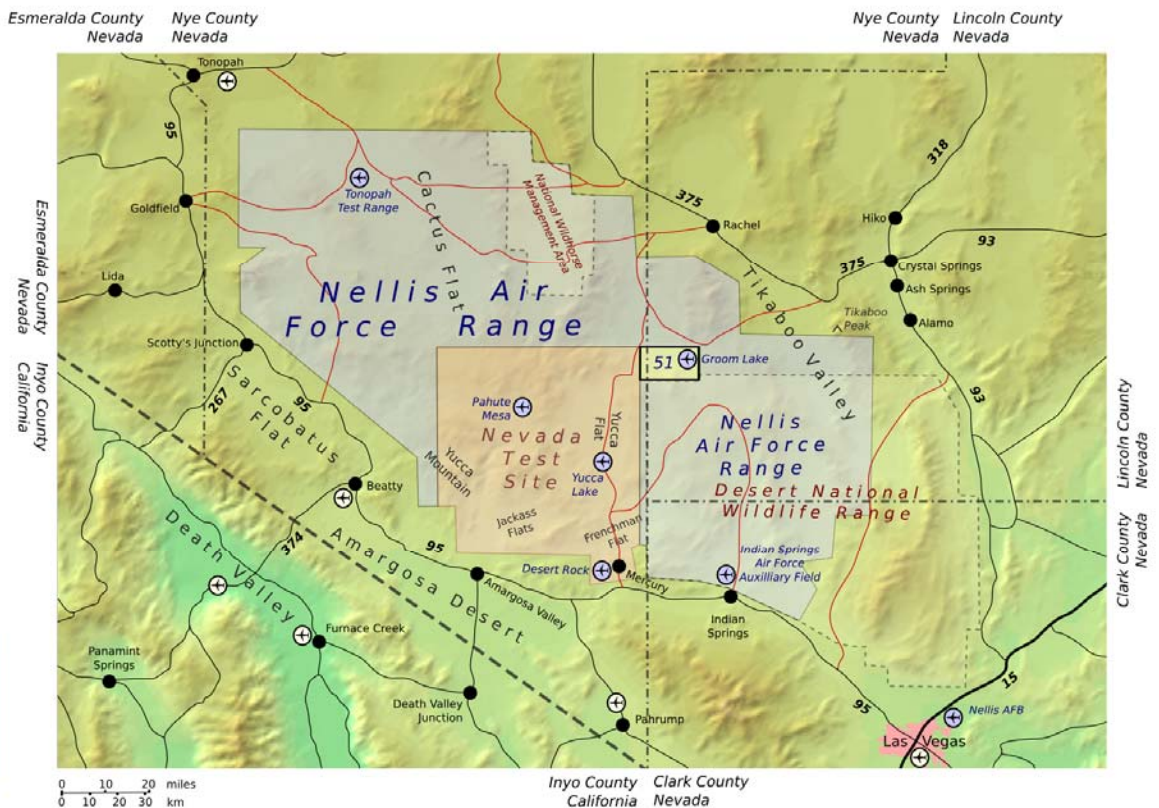
Legend:



Location:



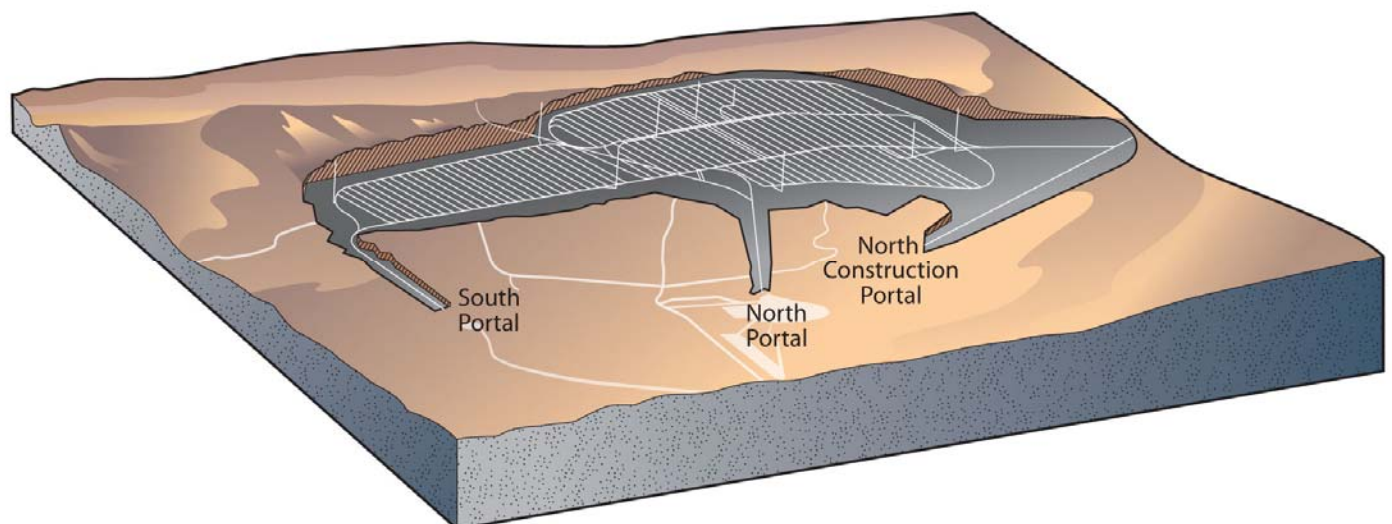
Location of main map



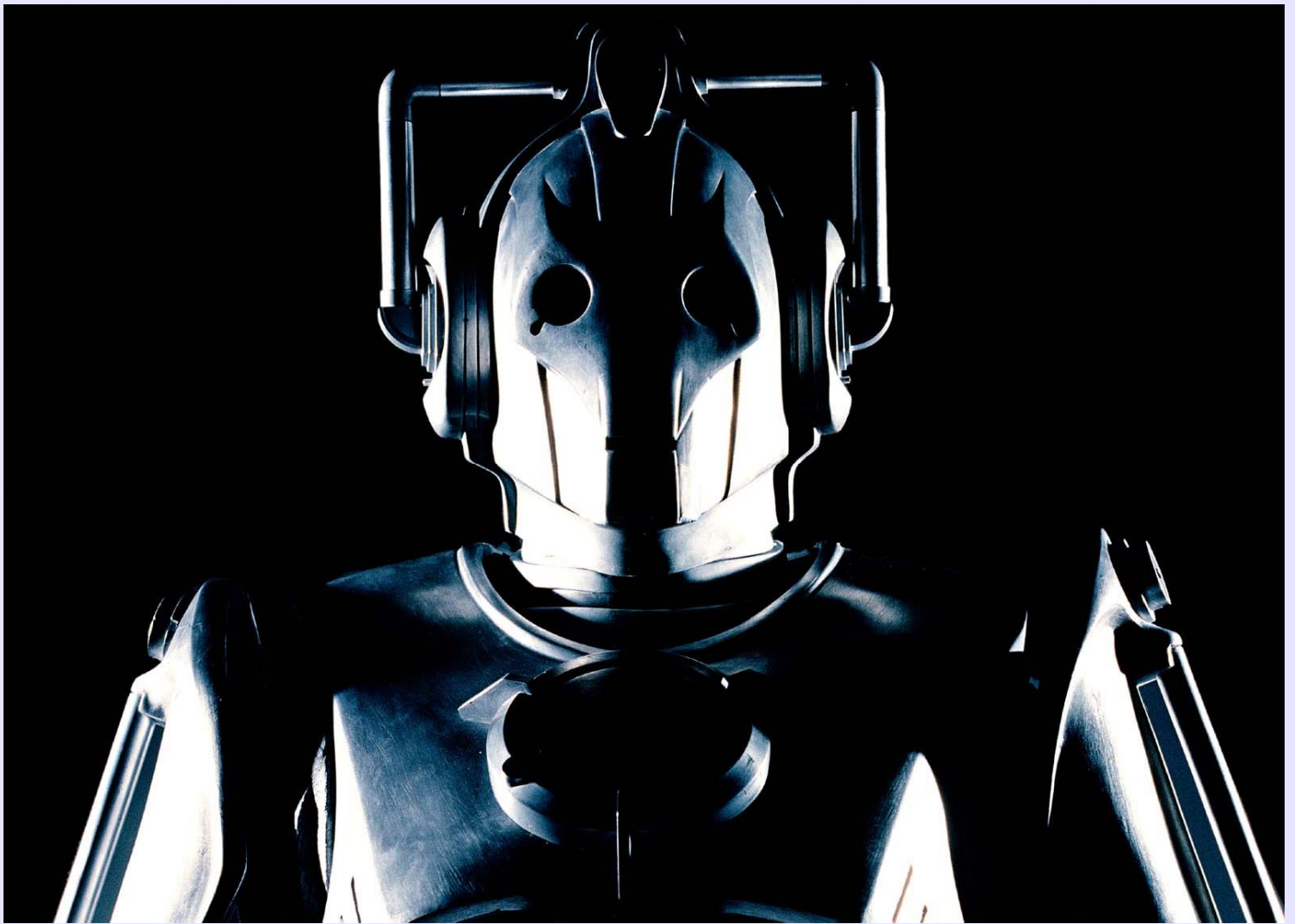
YUCCA MOUNTAIN IS LOCATED ON THE WESTERN EDGE OF THE U.F.S. NEVADA TEST SITE

an extra hour of in-game time) will see that there is no entrance [GM NOTE: *as the entrance is below the ground*]. The structure is actually a spacecraft. It cannot be cut into or easily breached due to the plating needed for orbital reentry and its armored plated shielding. Players from a futuristic society can figure out it is a space vessel.

Underground the crew will find themselves in a gloomy, barely lit large complex of tunnels, with large lead pipes and other lead walls placed around the area. They find some small offices inside the underground cavern area. When looking in the offices, they find documents identifying this place to be the Yucca Mountain Nuclear Waste Repository belonging to the United Federation of States (U.F.S.). The area is off-limits to unauthorized people. A more thorough search, and the characters will also find some dead bodies of guards and employees (who



THE UNDERGROUND LAYOUT OF THE YUCCA MOUNTAIN NUCLEAR WASTE DEPOSITORY



CYBERMEN LURK IN THE DARK

CYBERMEN STATS

Stats and information for the Cybermen can be found in the following locations for the various RPGs:

For the FASA *Doctor Who* RPG, stats can be found on page 20 of the “Game Operations Manual” and pages 20 and 21 of “A Sourcebook for Field Agents”.

For the *Time Lord* RPG, info on Cybermen is found on pages 143 to 145.

For the Cubicle 7 *Doctor Who – Adventures in Time and Space* RPG, info can be found on pages 98 to 100 of the core rules box book “The Gamemaster’s Guide”. There are also expanded stats and info on pages 19 to 28 in the “Aliens and Creatures” Sourcebook.

are wearing Tyvec protective coveralls and who also carry or wear protective breathing masks). A detailed medical examination of the bodies will reveal that they have been killed either by electrocution or by an energy blast. Continued investigation deeper into the complex will reveal that there is more going on.

As the group continues deeper into the caverns (which characters with skills in mining or construction will be able to determine were man made and carved into the rock walls), they will find themselves among large amounts of lead barrels of radioactive nuclear waste – labeled with the distinctive yellow and black radioactive label. Many of these barrels are buried in the ground in the floors of the tunnels, but there are a large number that simply sit in the tunnels. This is the storage facility for the nuclear waste from all the United Federation of States’ nuclear reactors. The whole area is generally dangerous, and breaching a barrel, by gunfire or explosion, may allow deadly radiation to flood the nearby area. [GM NOTE: *The radiation is dangerous to humans and other living creatures, but not to Cybermen.*]

Once looking around in the vast network of tunnels filled with nuclear waste barrels, the players have a chance to begin encountering Cybermen. The Cybermen seem to be taking nuclear fuel and moving it to their spacecraft. They intend to take as much of the dan-

gerous waste that they can, in order to fuel their particle acceleration drive engine. The negative for the characters in regards to the Cybermen's plan is that as the Cybership takes off from the planet, the engines will blow back into the remaining nuclear waste and throw massive amounts of it into the atmosphere, poisoning the planet and surely killing all life on the planet. Players with knowledge in the areas of piloting spacecraft, electrical engineering, or physics will be able to realize this to be the case. If the players have not figure out the situation yet, the Cybermen will need to be stopped.

The Cybermen's ship itself can be entered from inside the mountain (as the ship's entrance is located at the bottom of the ship which is buried under the ground). The Cybermen come and go in groups, so there is a 15 minute window between when there is a lot of activity at their ship, and then when the Cybermen are going to get more fuel (aka. nuclear waste). Further investigation of the Cybermen's ship will reveal that there are prisoners aboard the Cybership awaiting cyber-conversion. Three of these prisoners are especially significant as they are the Eleventh Doctor, Amy and Rory, who are plugged into a machine that is drugging them as they await cyber-conversion. Along with them, there are an additional staff of about 11 others who were security guards or regulatory staff from the Yucca Mountain Repository. All of the people rescued, including the Doctor and his companions, will be groggy and only partially lucid requiring assistance to escape.

Just as the characters have rescued this group, the Cybermen seem to be returning to the ship with their most recent haul of radioactive material. The characters may hear the Cyberleader suggest that there will be only one more trip to get the fuel, and the Cybermen will be preparing to leave the planet. A Cyberlieutenant may ask if there are plans to cyber-convert the millions of humans still on the planet, but the Cyberleader will say "Their flesh is weak but our mission must continue. The humans on the surface of this planet will be deleted when our drive kicks the fuel we could not load on our ship into the atmosphere." The Cyberlieutenant will respond with an emotionless, "Understood."

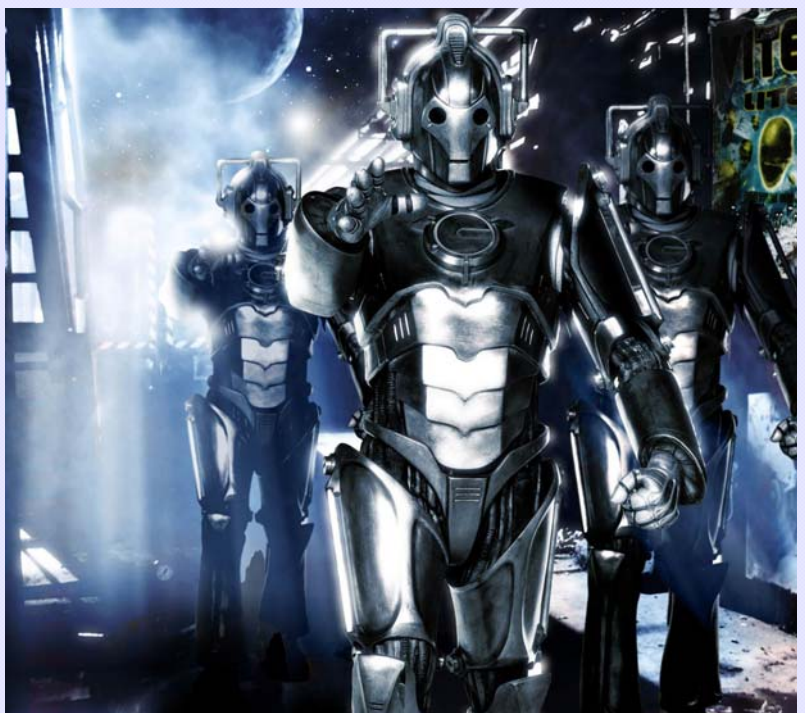
The characters at this point will need to escape from the Cybership and also stop the Cybermen from taking off. The Cybermen can be fought



SOME RADIOACTIVE BARRELS ARE BURIED UNDER THE GROUND



OTHER RADIOACTIVE BARRELS SIT IN THE TUNNELS



THE CYBERMEN GATHER FUEL FOR THEIR SHIP



**AS THE LEAD TURNS TO GOLD
IT DRIVES THE CYBERMEN MAD**

in a stand-up battle, but near misses in the containment facility will cause deadly radiation to leak—possibly wounding or killing the characters.

The key to defeating the Cybermen, and saving the planet is in the radioactive material and the Cybership itself. Characters with skills in physics or chemistry (or a related science such as engineering) will realize that the Cybermen's ship is the key to defeating the Cybermen and also helping the planet to boot. Scientist characters, or the Doctor if the characters at hand are too clueless for this solution, have a chance to realize that the engine in the Cybership is a particle accelerator drive. The drive works by taking fissionable material (such as Uranium, Neptunium, Plutonium) and breaking its elemental structure down into the noble gas Xenon which can be used for ion propulsion in spacecraft. The characters can thus override the Cybership's engines. Fueling the drive to high capacity, and "reversing the polarity of the neutron flow" will actually allow the particle accelerator to affect the other elements nearby!

Thus, overloading the engine will cause extra neutrons to be accelerated within the drive, which will cause the nearby elements to transmogrify. All of the lead in the complex will lose three of its electrons, which are drawn into the drive unit. In turn, all of the lead in the complex (such as the waste barrels) used to shield the radioactive material will turn to gold, which is harmful to the Cybermen as it plates their breathing units! Also, all of the radioactive material in the complex will begin to turn into the noble gas Xenon. While this will make it a bit hard to breathe, it is not by itself deadly to the characters in the current dosage – however, it is explosive! With the Cybermen weakened or attacked by the gold around them, the characters must escape from the tunnels beneath Yucca Mountain before so much Xenon builds up that the whole cavern system becomes explosive.

The characters can escape, and blow up the whole mountain complex and with it the Cybermen and their ship! The radioactive material will be neutralized actually making the area safe again, rather than poisoned for millions of years due to the radioactive material stored there. The players can solve the nuclear waste problem, eliminate the Cybermen, and save the innocent prisoners all in one fail swoop. On top of this, with the explosion dirt and pieces of gold rain down on the players. Characters so inclined are rewarded with a shower of gold for their good deeds!

The characters can return the Doctor and his companions to the TARDIS, who can give the crew a return trip to their proper universe (in which the Yucca Mountain Nuclear Waste Depository was never finished). Characters who befriend the Doctor may stay aboard his TARDIS for further journeys if appropriate per the Game Master. Otherwise the Doctor will return the characters to their proper time and place, perhaps with their pockets full of gold!



YUCCA MOUNTAIN IN REAL-LIFE

The Yucca Mountain Nuclear Waste Depository is a real waste facility that was being built in the United States by the Department of Energy as a disposal location for the radioactive waste produced by the country's nuclear reactors. Funding for it was first proposed in 1982, and the facility was partially constructed to store dangerous radio active waste for millions of years. The unfinished project lost its funding in 2009. The facility remains partially built but is currently not being continued. For more information about this interesting landmark and plan check out the article on Wikipedia:

http://en.wikipedia.org/wiki/Yucca_Mountain_nuclear_waste_repository

MODULE: THE UNREASONABLE DEMAND

"The Unreasonable Demand" is a Doctor Who adventure module set on the planet Hercule Major in 2555CE. The TARDIS crew land on a planet to discover its inhabitants threatened by alien visitors. This adventure module can be run with either a group featuring the Time Lord known as The Inspector and his companion Lily Magyar or another group of time travelling players (such as the Doctor).

The TARDIS lands on the planet Hercule Major in the year 2555CE. The planet is fairly urban and developed with space travel and futuristic conveniences. The Inspector and Lily (or whatever characters the players may be playing) land on the planet and can spend a day exploring and enjoying the calm and peaceful futuristic urban landscape that is built with many green parks and eco-friendly modern buildings built into the surrounding parks and public spaces. The planet is peaceful, with the inhabitants having a lot of time to investigate the arts and study philosophy. The government balances the needs of the population by closely but fairly regulating the needs of the people with their wealth. With all standard needs taken care of, the Herculians generally live peacefully and happily and simply work to improve life for one another. The Herculians welcome visitors and wish to learn from them. In general, Hercule Major is seen as a peaceful planet without any significant social ills or problems plaguing its inhabitants. A national police force enforces order, but is rarely called on for any major crimes or problems (and then usually involving off-world visitors who are sent off-world and barred from returning).

As the players are enjoying their day on Hercule Major a number of meteorites streak down from the sky all around the city the characters are in. Moments later, small human sized robots emerge from the impact points. People approach to see what these robots are and crowd around them to see what may be going on. *[GM NOTE: Characters that have encountered Quarks before will be able to identify the robots.]* Once a large enough crowd forms around the robots, the Quark deploys its arms and its disruptor and kills those that have crowded around it. Usually about 3-18 (3d6) people will be killed in a group that has surrounded one of the Quarks. Characters with medical backgrounds, such as Lily, have a chance to save some of the victims, but most will be seriously wounded or killed without any hope for assistance.

The Quarks will march through the city and generally create a panic that force most people indoors and to take cover. This is exactly their plan. The Quarks wish to control the streets and to subdue the population. In a very short time the streets will generally be empty. Police cruiser that respond to the incidents are quickly destroyed by the Quarks, and policemen or others giving active resistance are shot by disruptors or eventually run for cover and break from battle. In about 30 minutes the calm and peaceful streets of the planet Hercule Major are lying ruined with rubble, littered with bodies and devoid of all life. Only the occasional person running for cover can be seen as the Quarks patrol the streets. *[GM NOTE: the Quarks will not approach a residence, unless there is gunfire or active resistance coming from inside the building. Then they gather and concentrate fire to eliminate the threat.]*

Once the streets are generally empty a spacecraft will descend from the sky and land near the general parliament building of Hercule Major. Characters can make awareness or intuition rolls to see this ship land and realize that this is an important part of the events that are unfolding. As the ship lands,



LILY AND THE INSPECTOR

more Quarks are deployed from it which stand guard at the Parliament building. Then the Quarks all over the city, acting as a public address system, can be heard to make a general announcement to the people of Hercule Major. The announcement is loudly broadcast as “All parliamentary government officials must report to the parliament building within one hour. Failure to do so will result in the elimination of the population. Time begins now!”

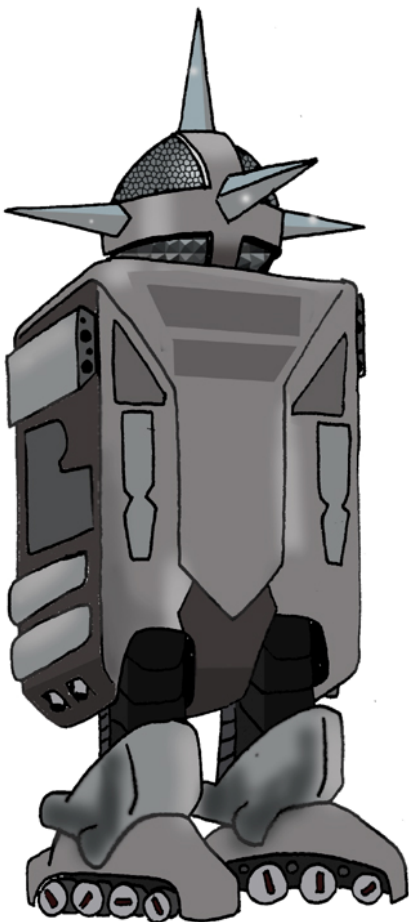
Players should realize that they should probably go to the parliament building as this is where the main confrontation will most likely be. Characters missing this can make knowledge or mentality rolls to realize that by acting as members of parliament this will allow them to move freely in the streets for at least the next hour. Also, getting close look at a quark, will allow players with knowledge in electrical engineering, robotics, or appropriate sciences to realize that the robot Quarks are armed with a disruptor and also that they are controlled through radio commands from another source. Characters making additional rolls will realize that jamming the transmissions between the main spacecraft and the Quarks can disable the mobile war machines.

When the players arrive at the parliament building, they may be questioned a bit by the guards at the main doors, but successful convince or diplomacy rolls will allow the players inside if they either suggest they have been called on by parliament to help or that they have been instructed by the “invaders” to report here. Inside the building, the ministers are in a special session debating with one another on what to do with this extra terrestrial threat. The military generals will report that there is a space fleet in orbit blockading the planet and that radio signals are also jammed preventing them from contacting other worlds for help. The various ministers will debate on what they should perhaps do, when they are contacted by the leaders of the Quarks.

A large hologram will appear in the main hall of parliament and the face of the Dominator Rota will appear. He will make the following announcement, “People of Hercule Major. Your planet has fallen under the control of the masters of the ten galaxies, the Dominators. Your world is now under the control of our Quark forces. We now demand that you present to us all young adults of military age between sixteen and twenty years old. They are being conscripted into the Dominator’s off-world legion to fight for glory for the empire that you are now a part of. All young adults must report to the Dominator fleet ships. We demand to hear your reply within the next 12 hours or the Dominators will destroy this whole planet using our Quarks.”

As the message ends, the parliament will go into a vigorous debate on whether the government should comply with this unreasonable demand. The military will reinforce the point that they do not have the capability to defeat the Dominators and their Quark war machines. The various ministers will make arguments that they need to consider this or their whole civilization is lost, while others will say that their way of life is lost if they give into such demands in the first place.

The Inspector and Lily (or whatever characters the players are using) have a chance to dissect the details of the Dominator’s demand. Players can make knowledge or mentality rolls to realize that the demand actually reveals the Dominator’s own weaknesses. The Dominators are short on troops, and are here demanding the young adults to serve in their military. Secondly, they will use the Quarks to do their dirty work if the demands are not met. While there are many Quarks that have been dispatched to the planet, they are mainly in the capitol city, and they have gained the upper hand using indiscriminant killing and fear. The people of Hercule Major clearly outnumber the Quarks, but their fear of harm prevents them from taking affirmative action. With the leaders of the government right in their midst, the player characters have the chance to convince the people of Hercule major to take a stand against the unreasonable demand and to fight against these oppressors. The Inspector, or appropriate character, can convince the parliament that they must organize and defeat the invading Dominators and the Quarks. This would be the time for a player to make a rousing speech to motivate the people of Hercule Major (and if playing *DWAITS* perhaps use a story point or two). But the players of course also need another advantage to help the people



QUARKS SUBDUE THE PLANET



DOMINATOR ROTA

overcome their oppressors. Players can get a second roll to discover that the Quarks are controlled by radio signals from the Dominator's craft (which is also jamming the planet's communications). This however is using a lot of energy and the Dominators cannot keep up this level of energy consumption. Characters have a chance to realize that if the planet seemingly gives into their demands, that the Dominators will stop the communications jamming and their fleet will approach to pick up the young adults. At this time the Quarks are vulnerable to intercepted radio communications and the characters can take control of the war machines and use them against the Dominators themselves! The plan is complex, and requires the coordination of the parliament to work with the characters, but the players will find allies among the most reasonable of ministers.

As the zero-hour approaches, the parliament should contact the Dominators and let them know that they plan to give in to their demand. In doing so, players with electromagnetic field detectors (such as a tri-corder, sonic screwdriver, or other means) will see that the jamming of the signals has ended. Likewise, Dominators ships begin descending from orbit to pick up the conscripted Herculian adults for their war conquests.

It is at this time that the characters can try to use standard communications to take over the Quarks and act on their behalf. Characters with skills in electrical engineering, robotics, or appropriate sciences can make rolls to take over the robots. Once the players have control they have the opportunity to use the Dominator's own weapons against them! Likewise the characters can also intercept the Dominator's own communications as well. If the player cannot fool the Dominators into stopping the jamming, the player can also try to boost their own signal strength to take over the Quarks on their own.

In order for the plan to work, the characters and the parliament need to convince the Dominators that once their ships have landed that they will order families to have their young adults report to the Dominator's space craft once they have landed.

As the characters wait, the Dominator's ship comes from the sky and land around the city awaiting the arrival of the young adults. Dominator Rota's craft will land in front of the parliament building and he will stride out off the ship's ramp, along with four Quarks, to oversee the operation.

It is at this time that the players can spring their trap. Having taken over the Quarks, the characters can turn the war machines on the Dominators and destroy their ships. The Quarks around the city and in other places can be commanded to use their disruptors and disable or completely obliterate the ships (most of which are completely empty). However, the four Quarks at Dominator Rota's ship cannot be taken over (as Rota commands them directly and their proximity to him will not allow them to be affected). However the players can use other nearby Quarks to battle Rota and his ship.

Whether it is the players, or ministers of parliament that are motivated to protect Hercule Major, a popular uprising against the invaders is launched. The young adults, as well as the general population help take their stand against the oppressors and take to the streets to destroy the Dominator's ships, and any Quarks that the Dominators may still control.

The climactic battle is fought at the parliament building where Dominator Rota will try to deploy a weapon that can destroy the planet in a last ditch effort to defeat the Herculians and escape the planet. The players can disable this weapon, and use Quarks they control or Herculians willing to fight to have a pitched battle with the four main Quarks and their commander. Medical personnel, such as Lily, can help the wounded, and characters use of advanced technology can help build shields or other devices to give the characters an edge in the battle.

If all goes well the characters find themselves defeating the Dominators, who were in actuality rather battle worn and looking for new soldiers to support their conquests. Hercule Major should be saved from the alien threat and their unreasonable demand should create a new unity and era of peace for the planet.



QUARK STATS

Here are the stats for Dominator's Robot servants.

If using the FASA *Doctor Who* RPG:

STR	END	DEX	CHA	MNT	INT
III	IV	III	I	III	I

Max Op End: 20 points **AP:** 6

Skills: Armed Combat-Disruptor - IV, Computer Operation - IV, Military Science-Ordinance Construction/Repair - V, Operate Machinery - IV, Search - IV, Vehicle Operation-Space Ship - IV.

Weapons: Disruptor (A-Energy damage)

Armor: 3d6

If using the *Time Lord* RPG:

STRENGTH	CONTROL	SIZE	WEIGHT	MOVE
3	3	3	3	2

KNOWLEDGE	DETERMINATION	AWARENESS
3	3	2

Wounds: 16

Skills: Computing [Know] 2, Intuition [Awar] 1, Marksmanship [Con] 2, Mechanics [Know] 2, Piloting [Move] 2,

Weapons: Disruptor - wounds 8 damage

Armor: 3 points off per hit

If using the *Doctor Who-Adventures in Time and Space* RPG:

AWARENESS	COORDINATION	INGENUITY
2	3	3

PRESENCE	RESOLVE	STRENGTH
1	3	3

Wounds: Standard

Skills: Fighting - 2, Knowledge - 2, Marksman - 2, Science - 3, Technology - 2, Transport - 2.

Traits: Robot [special]

Weapons: Disruptor - L [4/L/L]

Armor: 4



BACKGROUND OF THE QUARKS

by John "The Inspector" Ridley

Robot Servants of the cruel Dominators, the Quarks are both laborers and weapons. They can charge Work or Force units to perform numerous tasks. The Work units can power machines and equipment. The Force units can unleash powerful sonic pulses which can utterly destroy targets. The Force units can also be used to molecularly bond targets to other matter and effectively immobilize them.

The use of these abilities drains the power reserves of a Quark quickly. Quarks must frequently recharge Force and Work units. A typical Dominator ship has a company of eight Quarks. Indicators in the ship monitor the Quark's function. Quarks can also speak in a squeaky voice.






BACKGROUND OF THE DOMINATORS

by John "The Inspector" Ridley

The Dominators are a race of large hunchbacked humanoids, over two meters tall with pale skin and dark red hair with red-rimmed green eyes, that wage perpetual war on the galaxy. Unlike some galactic empires the Dominators have no one enemy. Instead the conquer and destroy worlds to fuel their cosmic campaigns. Their need for power and radioactive material is so great the that Dominators will crack open entire planets to absorb the radioactive core to power their space fleet.

In practice the Dominators care very little for any other life form. When invading a world they will select a remote location, close to a source of radioactive material, and then assess the threat of the indigenous population by testing them with strength and intelligence tests. Passing the tests will doom the subject to enslavement. Failing the tests will result in the subject being left on their home world to be destroyed later when the planet core is harvested. A being with a higher intelligence is viewed as a threat and likely neutralized right away. Dominators typically have a thirst for destruction and some more undisciplined Dominators may destroy a target before even considering its value.

The Dominators are said to be the masters of the ten galaxies. The Dominators employ robotic servants as both weapons and work units. These squat machines are called Quarks. The Quarks are capable of powering many devices. The Dominator forces are spread so thin through the territory of the ten galaxies that to conserve the Quark's energy reserves, the Dominators began to enslave as many suitable humanoids as possible. It is not known if the Dominators have a home world or colonies. They do however exist in a large body of ships travelling as a fleet in search of new conquests. The Dominator fleet consists of various sized saucer-like vehicles. On assignment typically one saucer is dispatched to the target world. A Dominator scout saucer is typically manned by two Dominators and a company of Quarks.

Though quite capable of using weapons, the Dominators seem more interested in observing the destruction one of their Quarks can unleash once commanded. The statement "Command accepted" can have dire consequences. 

DOMINATOR STATS

Here are the stats for the Dominators, ruthless rulers of the ten galaxies.

If using the FASA *Doctor Who* RPG:

<u>STR</u>	<u>END</u>	<u>DEX</u>	<u>CHA</u>	<u>MNT</u>	<u>INT</u>
IV	V	IV	IV	V	IV

Max Op End: 30 points **AP:** 7

Skills: Armed Combat-Pistols - IV, Computer Operation - V, General Medicine - IV, Genetics - IV, Germ Warfare - IV, Leadership - IV, Military Tactics - V, Search - III, Unarmed Combat-Brawling - V, Vehicle Operation-Space Ship - IV.

Weapons: Disruptor (A-Energy damage); Bio-Germ Grenade (Poison at 2D6 per turn for 1d6 turns)

Armor: 2d6

If using the *Time Lord* RPG:

<u>STRENGTH</u>	<u>CONTROL</u>	<u>SIZE</u>	<u>WEIGHT</u>	<u>MOVE</u>
4	3	2	3	3
<u>KNOWLEDGE</u>	<u>DETERMINATION</u>	<u>AWARENESS</u>		
4	4	3		

Wounds: 16

Skills: Brawling [Con] 2, Command [Det] 3, Computing [Know] 3, Intuition [Awar] 1, Marksmanship [Con] 2, Medicine [Know] 3, Piloting [Move] 2, Poisons [Know] 2.

Weapons: Disruptor - wounds 8 damage, Bio-Germ Grenade—wounds 3 damage for 1d6 turns

Armor: 2 points off per hit

If using the *Doctor Who-Adventures in Time and Space* RPG:

<u>AWARENESS</u>	<u>COORDINATION</u>	<u>INGENUITY</u>
3	3	4
<u>PRESENCE</u>	<u>RESOLVE</u>	<u>STRENGTH</u>
3	3	3

Wounds: Standard

Skills: Fighting - 2, Knowledge - 4, Marksman - 1, Medicine - 2, Science - 3, Technology - 2, Transport - 2.

Traits: Tough [minor good], Obsession [minor bad], Selfish [minor bad].

Weapons: Disruptor - L [4/L/L], Bio-Germ Grenade - 3 [1/3/4] for 1d6 turns.

Armor: 4

ARONVANOLISTOLVEK "THE INSPECTOR"

Here are the stats for the fifth incarnation of the Time Lord known as The Inspector, as originally made for the FASA *Doctor Who* RPG:

STR **END** **DEX** **CHA** **MNT** **INT**
IV V V VI V IV

Max Op End: 30 points **AP:** 9

Special Ability: Unusual CHA

Combat Statistics:

Armed Combat - Blaster	- V
Armed Combat - Cane	- IV
Armed Combat - Rapier	- VI
Armed Combat - Staser	- V
Unarmed Combat - Brawling	- V
Unarmed Combat - Grappling	- VII
Unarmed Combat - Martial Arts	- IV

Skills - Level:

Artistic Expression - Dance	- IV
Carousing	- VII
Climbing	- IV
Construction	- IV
Engineering - Electrical / Electronics	- VI
Engineering - Mechanical	- IV
Environmental Suit operation	- V
Gambling	- IV
Leadership	- VII
Medical Sciences - General Medicine	- IV
Medical Sciences - Pathology / Forensics	- IV
Medical Sciences - Psychology	- II
Military Sciences - Weapons Ordnance / Repair	- III
Physical Sciences - Astrophysics	- III
Physical Sciences - Computers	- V
Physical Sciences - Mathematics	- V
Physical Sciences - Physics	- III
Public Performance	- IV
Security Procedures - Detection / Surveillance	- VII
Security Procedures - Escapology	- IV
Security Procedures - Stealth	- V
Social Sciences - History (Gallifreyan)	- IV
Social Sciences - History (General Galactic)	- V
Social Sciences - Law	- VI
Social Sciences - Law (Alien)	- II
Sports - Fencing	- VII

(continued on next page)

THE NON-PLAYER CHARACTERS

Included here are the character statistics and background for John Ridley's character known as The Inspector. The character is presented here as an NPC that Game Masters can use in their own campaigns if they wish to. Statistics are also given for his companion Lily Magyar.

GMs should realize that other than playing the Doctor in a *Doctor Who* RPG campaign that creating one's own Time Lord to follow the adventures of is easy to do and gives the game a lot of flexibility. Likewise, the Inspector can be used by GMs as friendly Time lord that a team may encounter in their own adventures.



THE FIVE FACES OF THE INSPECTOR

(The First Inspector, the Third Inspector (aka. "The Kid"), Lily Magyar, the Fifth Inspector, the Second Inspector, the Fourth Inspector)

THE INSPECTOR'S HISTORY

A Prydonian Time Lord who once served as a Valeyard and legal counsel to Gallifrey's High Council of Time Lords. He was responsible for the prosecution of the Undercity Murders that shocked Gallifrey, when it turned out that an evil alien entity had murdered a number of Gallifreyans and left mocking notes. Eventually tracked down, Aronvanolistolvek prosecuted the accused. But at the trial, the entity shifted its consciousness into a Gallifreyan guard, who killed the previous form of the killer with his staser. The guard, now possessed by the life force of the killer, fled the courtroom shooting his weapon which wounded, but did not kill Aronvanolistolvek. The killer then hunted down Aronvanolistovek's family and murdered them before fleeing Gallifrey in a stolen TARDIS. The wounded Aronvanolistolvek regenerated into his second form. With the web of time endangered by this killer, the Time lords allowed Aronvanlistolvek to



purse the killer.

The Valeyard landed on planet Earth in the year 1888CE, shortly after a second murder of a prostitute by a mysterious killer who savaged the body. It was here that the Valeyard picked up his handle, The Inspector, as he assisted Scotland Yard in their pursuit of the killer who would be known as “Jack the Ripper.” Jack would escape by TARDIS...

The hunt for the Ripper continued to a hospital in 1984CE, where the second Inspector encountered Lily Magyar who after a rough introduction became the his travelling companion. The Inspector regenerated into his third incarnation after saving Gallifrey from a Dalek invasion. Youthful looking and often called “The Kid”, he tinkered with things, and wore a garish scarf. Lily travelled with him, but then eventually left the Inspector. She would connect with him again years later.

After many adventures, the third Inspector again got in the way of the Daleks and perished when he used his temporal knowledge to drop a Dalek battle cruiser into a time loop. The Inspector regenerated into a female form, but the process failed, and the Inspector regenerated again — into his present form. (The fourth Inspector did find herself pulled into an alternate universe by the Celestial Toymaker, for an encounter which ended in her own death.)

The fifth, and current version of, the Inspector continued his adventures and again reconnected with Lily, who had studied to become a Doctor in the Earth federation. She rejoined the Inspector for a number of adventures.



The Inspector’s adventures continued after he left Lily, and he travelled with a number of other companions as well. The Inspector’s hunt for the ripper was put on hold as he tried to rescue Gallifreyan refugees from the Time War, and took them to a parallel universe. It is in this parallel universe that many of his adventures continue...

(continued from previous page)

Streetwise	- III
Technology - Anti-Gravity Tech	- III
Technology - Cybernetics	- IV
Technology - Force Fields	- IV
Technology - Robotics	- IV
Technology - TARDIS Systems	- VI
Temporal Science	- VII
Trivia - Sign Language	- IV
Trivia - Skiing	- III
Trivia - Speed Reading	- IV
Vehicle Operation - Beast Riding (Animals)	- IV
Vehicle Operation - Land Vehicle	- IV
Vehicle Operation - Space Vehicle	- V
Vehicle Operation - Temporal Vehicle	- VII
Verbal Interaction - Intimidation	- III
Verbal Interaction - Negotiation/Diplomacy	- VII

Appearance:

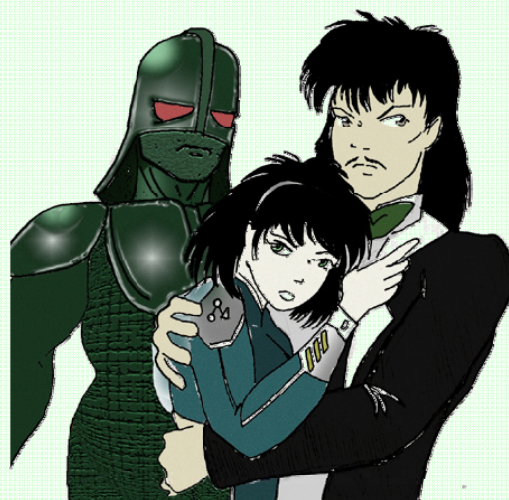
Race: Gallifreyan
Sex: Male (in fifth incarnation)
Height: Tall (6’2”)
Build: Slim
Looks: Attractive
Apparent Age: Adult (33)
Age: 735

Recognition Handle: French Accent.

Personality:

Motivations/desires/goals: The Inspector is on the hunt for his arch rival “The Ripper” whom he has chased through time and space, and also wishes to help those in need that he encounters.

Manner: No longer as fun loving as his previous incarnation, the fifth Inspector acts sternly and erratically due to the trauma of his regeneration, and is convinced he is suffering from post-regenerative imbalance.



LILY MAGYAR

Here are stats for the Inspector's companion Lily Magyar, for the FASA *Doctor Who* RPG:

STR	END	DEX	CHA	MNT	INT
III	IV	IV	V	V	V

Max Op End: 28 points **AP:** 8

Special Disability: Needs to feed on nutrient similar to the consistency of blood.

Combat Statistics:

Armed Combat - Pistol	- IV
Unarmed Combat - Brawling	- III
Unarmed Combat - Grappling	- IV

Skills - Level:

Carousing	- III
Climbing	- III
Engineering - Biomedical	- IV
Environmental Suit operation	- II
Physical Sciences - Chemistry	- V
Medical Sciences - General Medicine	- V
Medical Sciences - Pathology / Forensics	- IV
Medical Sciences - Psychology	- III
Verbal Interaction - Negotiation/Diplomacy	- IV

Appearance:

Race: Human mutation (Dorset, UK - 1984 CE)
 Sex: Female
 Height: Tall (5'10")
 Build: Slim
 Looks: Attractive
 Apparent Age: Young Adult
 Age: 20



Recognition Handle: Pointed Canine Teeth.

Personality:

Motivations/desires/goals: She tries to help others and relieve their pain. Though afflicted with her own medical condition, she works hard to not harm others as she has to deal with it. She has a desire to educate herself and make the most of her own abilities.

Manner: Ethical and kind, but forceful when she needs to be.



THE SECOND INSPECTOR AND LILY MAGYAR

LILY MAGYAR'S HISTORY

Lily Magyar is a pale skinned woman who has an unusual dietary requirement. She drinks blood. Though she is not a true vampire, she does share the thirst they do. But rather than ingesting the fluid from another being she filtered nutrients from the blood stream of anyone (anything) she bites through pores in her teeth. These teeth, like a vampire, are her canine teeth. She does not share any other traits with vampires. Items such as garlic, sunlight, silver and so on have no effect on her. She does however suffer greatly from withdrawal if unable to drink and may attack others to drink from their blood.

She worked in the Dorset hospital as a nurse and would sneak blood from the bank to drink. When the Inspector first met her he was shocked by what had happened in the hospital. He was torn between his duty and his compassion for Lily. She hastily explained she was not a Vampire. In time the Inspector believed her and their examination of her biology indicated she was a unique being. He felt he had to protect her.

Since her travels with the Inspector, Lily has been educated and become a full medical doctor after training at the Federation Medical Academy in the year 3950 CE. She now has an injected nutrient she uses, thanks to the Inspector, in order to keep from harming others.

(Lily is based on a character from the Spider Robinson book Callahan's Cross Time Saloon, the Ethical Vampire)



"NOT ON MY WATCH": PLAYING THE HEALER AND HAVING A GREAT TIME DOING IT

by Stitch

The role of the medic/doctor/cleric/healer/priest character is often overlooked in a standard group template. The recent popularity of MMORPGs has brought new attention to this issue as the role has been shown to be a vital part to the success of any adventuring group as well as any combat unit. In our personal experience, we have found that the medic character has gotten a bad rap over the years. In the early stages of *Dungeons & Dragons*, the cleric character could wear armor and had the ability to turn undead, but could not use bladed weapons and was generally limited on the healing potential until they got some experience under their belt. So if you lived through enough giant rat and kobold fights, one day you too would cast the fabled "Cure Serious Wounds" spell -- forever changing your role in the party from back line leech to vital asset. If you cannot tell, we have played a couple of clerics in our day.

The medic character has its short comings, no doubt, especially in the older versions of fantasy RPGs where the power cure of any magic using character was subdued at lower levels to balance the power with more physical characters that were the stars of the show at that point. Well, patience is a virtue that a healing character must have in spades in order to function effectively in a group of warrior types. Patience to not rush into a fight, patience to know when to use psychological warfare, patience to employ tactics to one's advantage in order to emerge successful are the hallmarks of a great healer. After all, wisdom is a cleric's prime requisite in *D&D*.

So how do you do this around a table of energetic, enthusiastic, and ram-bunctious friends all having a great time being combat monsters? While your medical character needs to sit back and witness the action unfold before finally throwing caution to the wind to save the day and rescue a character in the middle of the battle's carnage. It can be easy. You just need to think differently about your skills with the healing arts or medical sciences.

Doctor Who is a wonderful campaign setting where literally anything is possible through technology and the correct application of creativity and ingenuity. For medics, this simply means applying the knowledge and talents you possess to function as a utility character while the rest of the party is fighting Daleks or waging war against Sontarans. Speaking specifically about a science fiction setting for a role-playing game, we think that some of the most creative solutions to encounters can be brought about from the medic character. Let's go through some of the skills here, just to get your creative juices flowing on how to turn that passive aggressive medic character into a man of action that can be a standout character amongst the party.

GENERAL MEDICINE (also the skill of Medicine in *Time Lord*; and Medicine in *DWAITS*): The skill is intended to encompass the knowledge of medical care, healing, and surgical procedures. It is really a catch all skill for anything healing action that your doctor/medic/healer character is to perform right? Wrong. Here is where we think that a medic character can provide huge benefit to a party. While the rest of the characters are off running around being barbarians, you could rescue one of the fallen enemies, provide some lifesaving medical skills to their grievous wounds, and have a hostage that you can interrogate for





information. We have also found that this “medical” skill can be roughly applied to a number of skills that require delicate or precision movements. For instance, microelectronics are typically constructed in clean rooms or labs with electron microscopes and precision robots. If you are trying to MacGyver something together while under heavy enemy fire or desperately trying to escape from somewhere, another character might have the knowledge of how to make or fix something, but not the talent of physical dexterity. If they can coach you through it, your steady hands and nerves can save the day.

PHARMACOLOGY/TOXOLOGY (also the skill of Poisons in *Time Lord*; and covered under Medicine in *DWAITS*): Another skill designed to be used for the application and understanding of manufactured and natural drugs and poisons. It does not take much imagination to see how this skill could be applied to the aid of other characters, or even to make your healing character the vital link to success. Poisons are one thing, but they take time to prepare, and very few of them can be administered through contact or directly to the blood stream and have potent effects immediately. Most poisons require ingestion and then still take several hours until the victim is affected. My experience tells me that anesthetics are the proactive medic’s route to action. A well placed needle in the neck or an airborne gas can provide an advantage or completely subdue opponents easily and quickly (and often non-violently). This skill can also be employed to create choking hazards or hallucinogens where advantages can be granted to your TARDIS crew team by impairing the opposition. Our personal favorite extension of this is the *Star Trek* HYPOSPRAY. Used as a stunning weapon, and with a little luck on your side, you can become a force to be reckoned with as you have a vast arsenal of potent chemicals at your disposal.

PATHOLOGY (also the skill of Medicine in *Time Lord*; and covered under Medicine in *DWAITS*): Not necessarily an active skill, but can help change your character into an active detective or investigator role. Depending upon your game, your GM, and your scenario, the pathology skill can be used to gain a tremendous amount of knowledge about a potential enemy or scene. Small clues like blood spatter, body position, physical signs of struggle, impressions left on a body, and types of bodily fluids can all be identified and used in a detective style scenario in order to learn more about the plot. Do not be afraid to become the CSI operative of the party. A medical examiner is usually the most important player in a murder investigation by helping identifying blood toxicology, time of death, cause of death, possible related health conditions, or even a different species’ vulnerabilities and physical strengths.

PSYCHOLOGY (also the skill of Medicine in *Time Lord*; and covered under Medicine in *DWAITS*): Along the same lines as Pathology, Psychology is a skill that can be manipulated to turn a normally passive skill into an aggressive action. To masters of psychology, the skill can be employed to convince NPCs to trust you, do what you want, or confess information to you. It is also the primary skill in interrogation, knowing when to push a person and how far. Asking a GM about the state of mind of an NPC can be very telling and is a perfect use of this skill. Making a check against the psychology skill can give a PC insight as to whether another PC is lying, an NPC is lying, if they are bartering for items and getting a good deal, or even trying

to intimidate another character into doing something. All uses of the skill are excellent things for a player to consider when not waiting for the shooting to start.

LIFE SCIENCES (also the skill of Science in *Time Lord*; and Science in *DWAITS*): Biology, Botany, Ecology, and Genetics are all knowledge skills that a medic character might take, and again, these skills can help a player become a more active member of the party when applied creatively. The main objective when taking these skills is to make sure that they relate to your core healing-character concept in some way. A character with biology and botany skills might be more of a naturalist or medicine woman archetype. An ecologist character might be more focused on using the assets of a planet that promote life to their advantage to solve a problem or overcome an adversary. As an example, with the ecology skill, a medic character might be able to devise a bio-filter to remove pollution from a watershed that is killing an indigenous life form. The genetics skills allows a medical character take an interesting twist on their main role as the party healer by perhaps throwing in a dash of mad scientist to create some drugs or serums that temporarily increase a characters strength, speed, or mentality.

BIOMEDICAL ENGINEERING (also the skill of Engineering in *Time Lord*; and covered under Science in *DWAITS*): If you really wanted to take a good approach to a mad doctor/scientist character concept, then biomedical engineering skill is for you. Inventing new cybernetics in order to augment your already considerable skills or mental faculties is just the beginning of how a clever player could manipulate this healer trait into becoming so much more. Also, this skill can come in handy



GROOVY MEDICAL TECH

As already mentioned, the HYPOSPRAY can be an invaluable tool as well as weapon for a medic character, but let us be more creative than basically stealing directly from *Star Trek*. I like BIOFOAM as an alternative to the universal healing/damage dealing equipment slot item. BIOFOAM is a complex inert Carbon compound that takes of the DNA structure of any living organism it comes in contact with, replicating the missing portions of the physical structure as it goes. It is dispensed from a pressurized cylinder as slurry with a gelatinous foam consistency. It can be topically applied to a victim or injected directly into an abrasion, lesion, or laceration. It is recommended that the product be smoothed out over the surface of the injury to insure even and complete coverage for maximum effect. After drying, the slurry has adopted the victims DNA structure and begins to build in-



STAR TREK HYPOSPRAY

ternal organs, tissues, and nerves to reconstruct the injured biological components. In a weapon like state, the same compound can be injected into an adversary's oral cavity or nasal passage to seal up the openings while the compound attempts determine the physical makeup of the organism to repair it. This causes temporary asphyxiation and unconsciousness. The perfect weapon for the character that has taken an oath to "first do no harm." Think of it as biological repair Easy Cheese.



BIOFOAM



in a pinch if your medical kit is not at hand, but you do have some miscellaneous technology lying around and have a friend in dire need of medical support. This is the skill for you when you have need of using a bicycle pump, a shop vacuum, a garden hose, and a can of expandable foam to save a character's life.

CYBERNETICS (also the skill of Engineering in *Time Lord*; and covered under Science in *DWAITS*): A unique twist to the FASA *Doctor Who* game is the inclusion of the cybernetics skill. Some medical characters might not consider this an important trait to carry. However, the cybernetics skill does open up the vast world of life form augmentation and interfacing with technology with biological material. If you take a page out of the *Shadowrun* books and consider the idea connecting a tool or weapon control directly to your nervous system, then you can really become a party asset by boosting skills of others through your techno-capable hands.



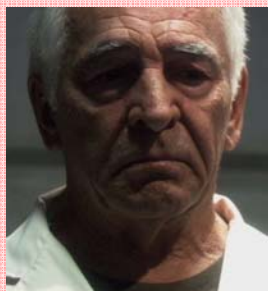
TRANSMATS (also the skill of Transmats in *Time Lord*; and covered under Science in *DWAITS*): Now here is the future of medical technology at work. Imagine that the transmat technology could be manipulated to remove blood pathogens, bullets, diseases, or whatever ails you. Not that hard to imagine right? They do it on *Star Trek* pretty frequently as a matter of fact. Ah ha, but here is the kicker. Up until now we have been talking about medical characters that generally need to be able to touch their patients in order to help them. Not so anymore with transmat technology! Yes, sir, now you just scan your party members, store their patterns in your database as a healthy individual, and when they get sick or injured, <*BAMF*>, hit them with the transmat and reset their pattern from the one stored in the database, instant healing and rejuvenation. Now, of course, this will need to be worked out with the GM as to how this works and how effective it will be each time you use it, but still, the premise is sound and the idea is really cool. Plus it adds a range to your healing ability, you cannot beat that.



Medics, clerics, and healers often get a bad rap as being a work horse of the group that waits around for someone to break a nail and come crying for attention. It really does not have to be that way. Not only are medic style characters important for their ability to keep adventuring parties alive, but they can be versatile and creative if you just stretch the boundaries of some of the commonly taken skills and knowledge. It is very easy to make use of science fiction medicine to stretch the medic character, but it can be done with any genre of RPG. Fantasy, dark ages, modern, or late history can all be adapted to make the medic the most fun character to play at the table as well as confirming their place as one of the most valuable. 📦



OUTSIDE THE MEDICAL BOX



Change up the standard medical doctor character by trying these different templates: a retired doctor brought back to service, a nurse, a disgraced physician who lost their license for malpractice, a combat medic, a robot doctor, a midwife, a doctor that understands the theoretical but has never worked with actual patients, a xenobiologist, a nutritionist, a specialist, or a doctor who works through a robot.

REVISED FASA COMPANION STATS - THE UNDERRATED COMPANIONS, VOLUME 2

by Neil Riebe

In the last issue we covered the characters from UNIT: Liz Shaw, CPT Yates, SGT Benton, and CPT Munro. Technically, FASA never published statistics for them so they never had a chance to “underrate” their abilities. So this is where we really sink our teeth into our subject.

One of the fun things to do with a new role-playing game is to compare and contrast the capabilities of the game’s NPC (Non-Playing Characters), with *Doctor Who* even more so because you get a statistical measure of your favorite characters’ abilities. Fans can speculate who might win if the Daleks went to war with the Cybermen, but with the game, you can leaf through the stat pages, roll your dice, and find out. You can also get an idea just how the companions might fare not only against *Doctor Who*’s monsters, but against each other. Romana has a Level II in Astronomy and Zoe has a Level VI. So, if they took the same examination, guess who’s going to pass. Wouldn’t that be interesting in a TV episode, a girl from Earth outshining a Time Lady from mighty Gallifrey?

Peter Davison’s companions are personal favorites of some of our staff. The 80’s *Who* was the *Doctor Who* of their generation. The characters had more storied backgrounds than their predecessors. Peter Davison’s era is also unique in that you did not have just one, but two sexy sirens aboard the TARDIS, Tegan and Nyssa—*Doctor Who*’s own Thelma and Louise. Then there is the reluctant hero Turlough who went for the Doctor’s would-be assassin to one of his fiercest defenders. So naturally we are passionate about how the Fifth Doctor’s companions are rated in the game, particularly for the three just mentioned—Nyssa, Tegan, and Turlough.

FASA published cursory statistics for these three companions in their “Sourcebook for Field Agents”. They revised the companions’ numbers in their *City of Gold* adventure module book. The rewrite is a big improvement, but still left something lacking. Re-watching the Fifth Doctor’s episodes and using the *City of Gold* stats for these characters as a foundation we fleshed out the characters’ full potential. If you have the *City of Gold* module in your *Doctor Who* RPG library, flip to pages 33, 34, and 35 and compare FASA’s numbers to those presented here.

NYSSA OF TRAKEN

	STR	END	DEX	CHA	MNT	INT
Level	III	III	V	IV	V	VI
Score	6	9	18	10	18	21
MAX OP	18	WOUND HEAL		INACT SAVE		12
END		3		LEVEL III		
CURR OP	18	FATIGUE HEAL		UNC THRESH		6
END		3		LEVEL II		



Combat Statistics: AP: 10

Armed Combat - Blaster	- IV
Armed Combat - Staser Pistol	- VI
Armed Combat - Stunner	- VI
Unarmed Combat - Traken Martial Arts	- V

Skills - Level

Artistic Expression - Dance	- VI
Engineering - Chemical	- IV
Engineering - Mechanical	- IV
Life Sciences - Bioengineering	- IV
Medical Sciences - General Medicine	- IV
Medical Sciences - Psychology	- IV
Medical Sciences - Pharmacology	- IV

Military Science - Ordinance / Repair	- III
Public Performance	-IV
Physical Sciences - Computer Science	- IV
Security Procedures - Concealment	- IV
Security Procedures - Stealth	- IV
Technology - Computer Systems	- III
Technology - Cybernetics	- V
TARDIS Systems	- III
Temporal Science	- II
Verbal Interaction - Bluffing	- V
Verbal Interaction - Negotiation/Diplomacy	- IV

Appearance:

Height: Average
 Build: Average
 Looks: Striking
 Apparent Age: Young Adult
 Age: 19

Recognition Handle: Nyssa is a beautiful young woman with aristocratic features and luxurious hair.

Brief Personal History: Nyssa's background is a coming of age story. A girl in her late teens, she was loyal and obedient to her father Consul Tremas and after Tremas perished in the Master's plot to take over Traken, the Doctor filled in as her new father figure. She accompanied him aboard the TARDIS and was as loyal to him as her biological father.

When the Time Lords condemned the Doctor to death, she arbitrated on his behalf before the High Council and when reason failed she blasted the guards, and ordered the Doctor to be released. To save her from retribution, the Doctor told her to stand down. Of course the Doctor survived the crisis, but found his little girl had become more independent. She curtly told him, "That wasn't necessary," after helping her down a steep rise on the Manussan countryside. On the space station Terminus, she found her calling in developing a cure for Lazar's Disease and chose to stay behind with the victims of the dreaded affliction. The fledgling had flown the nest. Instead of following behind the Doctor she was charting her own destiny. She had become a hero in her own right - she had become an adult.

Personality:

Motivations/desires/goals: Her Traken upbringing taught Nyssa to value compassion and harmony. Count on her to calm tempers among her peers and risk her life when they're in danger.

Manner: Nyssa is the type of girl most guys wished they could have dated in high school: gorgeous, supportive, sweet and soft spoken, and handy with a ray gun!

TEGAN JOVANKA

	STR	END	DEX	CHA	MNT	INT
Level	III	III	IV	III	IV	V
Score	6	9	14	6	10	15

MAX OP 18	WOUND HEAL 4	INACT SAVE 12
END		LEVEL III
CURR OP 18	FATIGUE HEAL 4	UNC THRESH 6
END		LEVEL II

**Combat Statistics:** AP: 8

Armed Combat - Blaster* - II

Skills - Level

Administration - V
 Artistic Expression - Dance - IV
 Artistic Expression - Sketching - V
 Carousing - IV
 Leadership - II
 Medical Sciences - General Medicine - III
 Medical Sciences - Psychology - III
 Security Procedures - Concealment - III

Security Procedures - Stealth - III
 Security Procedures - Surveillance - III
 Social Sciences - Law (British) - III
 Social Sciences - History (Earth) - III
 Streetwise - IV
 Technology - TARDIS Systems** - II
 Trivia - Australian Aboriginal Language - IV
 Trivia - Earth Fashion (1980s CE) - IV
 Vehicle Operation - Aircraft - II
 Vehicle Operation - Ground Vehicles - V
 Verbal Interaction - Hagglng - V

- * Tegan’s skill in a Armed Combat - Blaster comes after “Earthshock”.
- ** Tegan’s skill in Technology - TARDIS Systems comes after “The King’s Demons”.

Appearance:

Height: Average
 Build: Average
 Looks: Striking
 Apparent Age: Young Adult
 Age: 25

Recognition Handle: Tegan is a pretty young woman with short, dark hair and a trim, athletic figure.

Brief Personal History: Tegan Jovanka began her adventuring career by accident when her aunt’s car blew a tire while on the way to the airport. By happenstance the TARDIS materialized down the street. Tegan stepped in, looking to make a call to the police, and got lost in its labyrinthine corridors. Once she joined the Doctor, she became a square peg in a round hole. All her traveling companions originated from advanced societies—Adric from Alzarius, Nyssa from Traken, and Turlough from Trion—while she came from 20th century Earth. They were able to use space-age weaponry to battle Terileptils, Cyberman, and Daleks, and comprehend the Doctor’s use of alien technology. She was stuck with being bewildered and asking endless questions. But she had a feisty spirit and dove into perilous situations with some success. She more or less figured out how to fire a Cyberman blaster rifle and make the TARDIS dematerialize.

Tegan endeared herself to her extraterrestrial compatriots on the TARDIS, becoming something of an older sister to Adric and Nyssa and, in time, friends with Turlough. She badgered the Doctor for his convoluted explanations and bumbling use of his rickety ol’ time machine. The Doctor often seemed exasperated with her, but she did keep his feet to the fire.

She also suffered her share of tragedy. The Master murdered her aunt, Adric sacrificed his life to preserve her planet’s history, an evil spirit called the Mara possessed her, and the Daleks with their duplicate clones slaughtered many of her fellow Earth people. Fed up with her life as an adventurer, Tegan bid the Doctor farewell.

Personality:

Motivations/desires/goals: Originally, Tegan just wanted to go home to resume her career as an airline stewardess. As she got to know the Doctor and his traveling companions, she preferred to hang out with her friends.

Manner: If you’re shoelaces are untied or you have a spot of spaghetti sauce on your lip, Tegan will be sure to tell you. She wears her heart on her sleeve and says what she thinks.

VISLOR TURLOUGH

	STR	END	DEX	CHA	MNT	INT
Level	III	IV	IV	V	V	III
Score	8	14	14	15	17	6

MAX OP	28	WOUND HEAL	INACT SAVE	12
END		4	LEVEL III	
CURR OP	28	FATIGUE HEAL	UNC THRESH	6
END		4	LEVEL II	

Combat Statistics: AP: 8
 Armed Combat - Laser Rifle - IV
 Unarmed Combat - Brawling - IV



Skills - Level

Carousing	- IV	Technology - Communications Systems	- IV
Physical Sciences - Computer Science	- IV	Technology - Computer Systems	- IV
Security Procedures - Concealment	- IV	Technology - Transmat Systems	- V
Security Procedures - Stealth	- V	Technology - TARDIS Systems	- II
Social Sciences - History (Trion)	- III	Temporal Science	- II
Social Sciences - Law (Trion)	- III	Vehicle Operation - Ground Vehicles	- III
Social Sciences - Political Science	- IV	Vehicle Operation - Spacecraft	- V
Sports - Swimming	- IV	Verbal Interaction - Bluffing	- V
Streetwise	- V	Verbal Interaction - Negotiation/Diplomacy	- III

Appearance:

Height: Tall

Build: Slim

Looks: Average

Apparent Age: Adolescent

Age: 18

Recognition Handle: Turlough is dressed in a suit and tie uniform of an English Public School. A branding mark of interlocking triangles is on his left arm.

Brief Personal History: Due to a political fracas on his home world of Trion, Turlough was exiled to 20th century Earth where he assumed the identity of a student at the Brendon Public School. Bored, he hustled a classmate into joining him on taking the Brigadier's car out for a joy ride and cracked it up on the roadside. While unconscious, the Black Guardian telepathically contacted the boy and offered to transport him from Earth provided he kills "the most evil creature in the universe": the Doctor. Being a self-centered, conniving young man, he accepted the offer, yet he found it difficult to commit murder.

Supernatural beings called the Eternals held a race for a diamond called Enlightenment. The Doctor won the race with Turlough's assistance. The Doctor turned down the prize, but the Black Guardian offered it to Turlough in exchange for the Doctor's life. Enlightenment would provide freedom and power. Turlough rejected it, breaking their contract. "Enlightenment," the Doctor said, "was not the diamond, Enlightenment was the choice."

For Turlough, enlightenment meant putting the welfare of others prefer his own. He became a one-man army fighting Earth's humans to save the Doctor and then fought the Sea Devils to help save the humans. He became protective of Tegan when the Doctor got them embroiled with the Daleks and while on a holiday, he rescued an American college student from drowning. It was not until he reunited with his brother Malkon and returned to Trion did his days of being a hero come to an end—or did they?

Personality:

Motivations/desires/goals: Turlough's primary goal is to return home. In the face of danger he prefers to run, but his conscience will strong-arm him into being a hero—much to his chagrin.

Manner: Depending upon the situation, he can be gracious, understanding, and charming when he needs to be. Otherwise he tends to be sullen and moody.



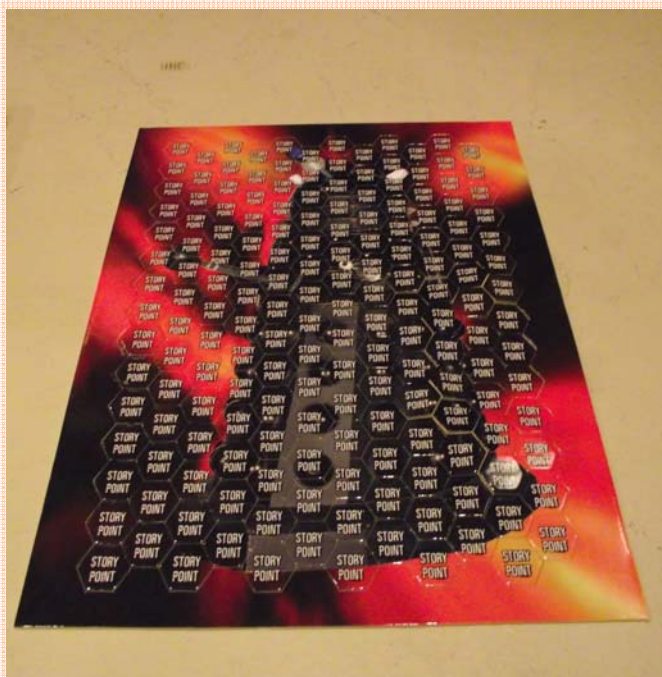
USING STORY POINTS IN DWITS

In the *Doctor Who—Adventures in Time and Space* RPG one of the most unique additions to the system is the inclusion of story points for use in the game. While the *Doctor Who: AITS* RPG rulebook gives numerous ways that storypoints can be used, we tend to see them used consistently in certain ways.

In our experience in playing the game, there seems to be two main ways that the storypoints are used. First, players faced with a critical dice roll will expend a story point or two to improve their chance for success. The rules of the game allow a player to get two extra dice for the first story point expended and an additional die to roll for each additional story point that is used. However, the weakness of this is that some frugal rules lawyer-style players will not use a single story point until the critical climax of an adventure and then step forward and use all their story points on a single roll. Often this allows the player's party to successfully defeat the baddies in one fell swoop. Most characters get enough story points to be able to seriously tip the scales at the wrong time and unrealistically control the direction of an adventure if they choose to apply the story points in that manner. Because of this "issue", we like GMs that are willing to limit the use of story points on a single roll.



SOME GAMERS PUNCH AND USE THE STORY POINTS



**OTHERS KEEP THE SHEET INTACT
AND JUST KEEP TRACK ON PAPER**

The second way we often see story points used is to get a clue. Players often get stuck or miss a subtle plot point and they need a road sign on where to go or what to do. Players will often use a story point at that moment to help get them on track. This is exactly what we like to see a story point used for. We like the player that says, "The Doctor should be smarter than this, but I am stuck. I'd like to keep this adventure running smoothly so I will use a story point to get us on track". We sometimes award a story point right back to the player that has had the awareness to keep a module on track. But be sure such a point is deserved and not always rewarded.

When should a GM award story points? This is really up to the GM, but the rules say that they are handed out as someone does a good deed or creates a great moment (the rules also say that you can have more than 12 during a game but no more than 12 at the start of a new adventure). Some GMs wait until the end of the game to give story points to the players (mainly to avoid the banking of story points to solve the adventure in a single roll as mentioned earlier) and that can work. But we tend to like giving the points as we go.

In regular games, but especially at one-shot games such as at GenCon, we give story points for great role-playing. When someone says or does something that is particularly in-character or that makes the whole table erupt in laughter because a moment was so funny, we quickly award the player a story point for their effort. This encourages in-character play and makes the experience exciting for all. In turn, the story point becomes "experience" that players can use instantly. Unlike *D&D* where one has to wait to use their experience points to level up after the adventure is over, the story points system allows a player to use the point right away and make the adventure even more enjoyable.

Story points can add to the fun and success of the characters, but they should not be a substitution for making the players solve the adventure's plot. Players also need to lose once in a while, and we will not allow them to "buy" their way out of an adventure using the story points.



RANDOM ADVENTURE MATRIX

by John “The Inspector” Ridley

Sometimes players want to get together to game and the Game Master has limited time to put together an adventure module for the group with the level of detail they would like. But do not get worried—use this system of charts to help create “instant adventure”! When constructing an instant adventure all you need is a few dice rolls and a little imagination to tie the elements together. Each element as it is added will change the scope of what the adventure will be like.

The first step is to generate the setting where the adventure will take place. This is generated on the Settings Chart. If you were to roll “The Ocean” as a setting you might determine that the story will take place on a boat, an oil rig, or an island.

SETTING CHART: Roll 3d6

ROLL	SETTING	EXAMPLE STORY
3	Alternate Dimension	“Rise of the Cybermen”
4	Cosmopolitan City	“The War Machines”
5	Exotic Cultural Location	“Marco Polo”
6	Character’s Home World / Town	“Survival”
7	The Ocean	“Horror of Fang Rock”
8	Torturous Terrain	“The Abominable Snowmen”
9	Underground	“Underworld”
10	Under the Sea	“Warriors of the Deep”
11	Space Station	“The Wheel in Space”
12	Alien Wasteland	“The Caves of Androzani”
13	Colony World	“Colony in Space”
14	Spaceship / Air Vehicle	“The Trial of a Time Lord (Parts 9-12)” [aka. “Terror of the Vervoids”]
15	Frozen Wasteland	“Seeds of Doom”
16	Desert	“Planet of the Dead”
17	Jungle / Forest	“Planet of Evil”
18	Impossible Locale	“Carnival of Monsters”

Next, you will need to know when in time (relative to the Earth calendar) that the story will take place. This alone



**THE ALTERNATE DIMENSION OF
“RISE OF THE CYBERMEN”**



**INSIDE THE SPACESHIP OF
“THE TRIAL OF A TIME LORD (Part 10)”**



**THE DESERT WORLD OF
“PLANET OF THE DEAD”**

will change the mental image of the setting. The boat rolled in the setting could now be an ultramodern cruise ship, a robot controlled freighter, a British tall ship, or even a Roman galleon. The Doctor Who universe is defined here by eight eras. Each one is relative to a time in Earth’s history, so we humans can understand it better.

ERA CHART: Roll 2d6

ROLL	ERA	TIME RANGE
2	Prehistory	Event One to 2000 BCE
3	Known History	2000 BCE to 1962 CE
4	Contemporary	1963 CE to 2011 CE
5	The Near Future	2012 CE to 2111 CE
6 - 7	Colonization	2112 CE to 2500 CE
8 - 9	The Earth Empire	2501 CE to 3000 CE
10 - 11	The Far Future	3000 CE to The End of the Universe
12	Gallifrey	Absolute Time



THE TARDIS HEADS TO EVENT ONE IN
“CASTROVALVA”



MEETING HUMANS COLONISTS IN
“THE COLONY IN SPACE”



GALLIFREY’S DEATH ZONE IN
“THE FIVE DOCTORS”

Next you will want to define the mood the game should be trying to convey. This will determine the way conflict will present itself and how the antagonists and other NPCs will react. If we were to have rolled the Ocean setting in the era of Known History, and then roll a mood of “Horror”, one might then find the characters and NPCs trapped at sea in a relatively confined place, such as a pirate ship, with no escape.

MOOD CHART: Roll 2d6

ROLL	MOOD OF THE ADVENTURE
2 - 3	Action / Adventure
4	Comedy
5	Espionage
6 - 7	Horror
8 - 10	Mystery
11	Revenge
12	Romance



SETTING, THE OCEAN; ERA: KNOWN HISTORY; MOOD: HORROR
EXAMPLE: “CURSE OF THE BLACK SPOT”

Next you will want to generate the featured antagonist that the player characters will face in the adventure module. There are different kinds of villains with many different motivations. The following list will generate some villain types to help round out your random adventure.

VILLAIN CHART: Roll 2d6

ROLL	VILLAIN	EXAMPLE
2	Agent Provocateur	Kamelion in “The King’s Demons”
3	Advance Agent	The Nimon in “Horns of Nimon”
4	Avenger	Eldrad in “The Hand of Fear”
5	Conqueror	The Daleks in “The Dalek Invasion of Earth”
6	Corruptor	The Master in “The Keeper of Traken”
7	Destroyer	The Nestene in “Spearhead from Space”
8	Godlike Being	Xoanon in “The Face of Evil”
9	Loveable Rogue	The Meddling Monk in “The Time Meddler”
10	Organizer	Sil the Mentor in “Vengeance on Varos”
11	Ravager	The Gods of Ragnarok in “The Greatest Show in the Galaxy”
12	Zealot	The Cybermen in “The Next Doctor”

With these charts and then some added detail, and unprepared Game Master should be able to put together a quick outline for an adventure module for use at the table.



INSTANT ADVENTURE EXAMPLE

So here is our quick journey through these charts to show how easy making an adventure can be. First we set off on the SETTINGS CHART and we rolled a “9” which sets our adventure “Underground”. Next we rolled an “8” placing it in the era of the “Earth Empire” on the ERA CHART. On the following MOOD CHART, the dice came up as a “4” making the adventure a comedy! So we turn to the last VILLAIN CHART and roll a “4” making the feature villain an “avenger”. With those points in mind our overall plot needs to be set underground, during the Earth empire, with a comedy mood and a villain who wants vengeance. Here’s is what we came up with for a mini adventure plot that we called “SOIL YOURSELF” (it is a comedy after all).

The TARDIS lands on a planet in the Earth empire which is modern and futuristic. However, numerous buildings on the planet have been collapsing into large sinkholes that have been swallowing the buildings into the ground. The government is rushing to do geographic surveys and determine if other buildings are at risk, and the population is worried about being sucked into the ground at any time. The leader, Governor Phillip Jarks, is a rotund man who is a bit of a sexist, always pinching his secretary’s bottom and that sort of thing. He lets the TARDIS crew know that the government has received a threat from a wacky terrorist organization that calls itself S.O.I.L. (the Society Of Infuriated Ladies) that insist that unless the governor is removed they will continue to cause the sinkholes. The TARDIS crew must travel underground and discover that there are hundreds of tunnels under the city (built by using a transmat to remove the earth). Living under the city is a strange group of extremist women that are tired of the government and whom blame “men” for their dissatisfaction. S.O.I.L.’s leader is the estranged wife of the planet’s governor, Linda Jarks, who is dirty and smelly, and is angry that her husband never paid enough attention to her. What started as a personal protest to not take a shower, turned into her refusal to ever bathe, and then a move to leave her husband, live underground, and eventually sabotage his city. The crew can solve the adventure by getting Linda to take a shower and get a makeover. Her husband will then pay attention to her and give her what she wants (so that he can keep his once again attractive wife). The adventure can also be played for extra laughs if the governor does not at first recognize his wife. Play to the comedy and absurdity of the adventure and its plot.

MODULE: BOLD WEEVILS

“Bold Weevils” is a Doctor Who adventure module set on Earth in 2008CE. The TARDIS crew assist Torchwood in investigating an unusual activity of the Weevils coming through the rift in Cardiff. This adventure module can be run with either a group featuring the Doctor and Donna, or another group of time travelling players.

The TARDIS crew detects that the rift that runs through Cardiff by the Torchwood hub is releasing large amounts of particles, which signals to the Doctor (or whatever Time Lord is being played) that there is significant rift activity going on which is worth investigating.

On arrival there is pandemonium in the streets of the Cardiff Bay area. People are running in all directions and are being chased and attacked by weevils that seem to be on the loose. The players may intervene and help some of the innocent people from being attacked. Very shortly after the Torchwood SUV arrives, and the team of CPT Jack, Gwen, Ianto, and Dr. Martha Jones (one loan from UNIT) arrive on site. Owen and Tosh are at the Torchwood hub coordinating from the main base by communications and tracking the weevil attacks. The Torchwood crew quickly arrive and spray down the Weevils with spray guns loaded with sedative. The weevils are tranquilized and captured, and Dr. Jones treats the wounded, as well as giving them Retcon to remove their memories.

The TARDIS crew have the opportunity to liaise with Torchwood. The team lets the TARDIS travelers know that weevil activity has recently increased and the alien creatures have been leaving the Cardiff sewers and becoming more bold, attacking larger animals and then people on the surface. The group decides that a trip into the sewers to see what is going on is the next part of the mission. Grabbing kit and equipment from the Torchwood SUV, the group gets geared up and enters the sewers to see what they can learn.

The sewers are full of weevils, at least twice as many as usually live in the sewers (200, up from the normal 100). In the sewers the team must fend off a number of weevil attacks as they explore the network. Characters with successful rolls in awareness or intuition will notice that the weevils seem to be guarding an area in a certain direction, and that they seem to be organized for a change as well. The weevils seem to not harm the characters but just try to capture them.

Once deeper in the sewers, the team can see that there is mass overpopulation due to the rift, the food supply of rats and other varmint in the sewers is low. The weevils have been coming to the surface to survive. The team will face aggressive weevils that seem more defensive of the sewers than usual. However, they also seem to follow orders and are organized. The TARDIS crew and Torchwood team will find themselves surrounded by weevils, when they meet a more advanced and intelligent weevil that is named “Gruss”. Gruss is able to talk in simple sentences, and tells the team, “We need food. No place for us to live. People no help. Must take food or hunt.” Characters with skills in awareness and mentality will notice that Gruss is perhaps the most advanced and intelligent weevil to come through the rift, and it is obvious that he has organized the weevils in the sewers into a basic tribe-like community. The weevils acknowledge his intellect and follow Gruss, who is actually very peaceful. The weevils on the surface only want food, but when met with resistance attacked humans to defend themselves.

It is up to the TARDIS crew, with the help of the Torchwood team to make arrangements to help the weevil community. If the characters and Torchwood can arrange for proper food and materials to be provided the weevils, they will form a non-violent community in the sewers, led by Gruss. This community will welcome other weevils into it as they come through the rift. If the TARDIS crew win the trust of Gruss and the weevils, they will also be able to investigate the rift itself. Closer investigation with field sensors (such as multi-meters, tricorders or a sonic screwdriver) will reveal that the rift itself is simply being naturally more active and is actually starting to return to normal. The real issue at hand is allowing the weevils to form a community.



MODULE: THE LOST BOY

"The Lost Boy" is a Doctor Who adventure module set on Earth in 1976CE. The TARDIS crew encounter some children who have made a new and mysterious friend. This adventure module can be run with either a group featuring the Doctor and Sarah Jane or another group of time travelling players.

The TARDIS lands in a small town and the Doctor and Sarah Jane (or whatever characters are being played) go to the local restaurant to get some ginger beer (aka ginger ale). After getting some drinks and wandering through the town the pair eventually encounter a small (9 year old) boy who is crying and who runs into Sarah Jane crying and sobbing and then hugs her (or whatever party member would be most appropriate). The boy, Eddie, wipes his tears from his face, and says that on the playground the other children said that he is no longer their friend, and that he should go home and not ever play with them again, because they had a new friend and did not need him anymore. If quizzed about the new friend, Eddie will say, "The other kids like him because he is better at sports and he never gets tired, and helps the kids do their homework". Plus, they think the new boy ("Bobby") is cool because he lives on his own and does not have a family, and can do whatever he wants.

Hopefully the players are curious enough at this point to go to the school yard, if not the GM can add more hints that something is amiss. When the characters go to the school yard, the kids will insist that Bobby only comes out if there are kids around, and will not show himself to adults. Players at this time may decide to wait or see if they can find Bobby on their own. If the players wander off, or if they stay, an unexpected tragedy occurs. The next meeting on the playground results in an argument between the kids, and after seeing the aggressive behavior and hitting, the new boy, Bobby, joins in the tussle and a child bully is accidentally killed. If the players witness this they will see how it happens, otherwise, as before, the players will encounter a boy (either Eddie or Tommy) who run crying from the playground, saying that "Ricky is dead!". A child on the playground, who was being a bully, will be found there dead from blunt trauma. Characters with skills in medicine and who act quickly still have a chance to save the boy's life. But besides this, there is another surprise at the playground...

In either case, the players investigating will encounter the mysterious boy, Bobby. Bobby is in fact not a real boy, but a robot boy—completely out of place in 1970s Earth. Bobby the Robotic boy will be stunned and unsure of what has happened, just as a real child would most likely be in the same circumstances, not understanding what happened (that his robot strength harmed Ricky more than expected). Bobby will respond to any adult who treats him appropriately as a 9 year old boy. If he is treated as a robot or

as a danger, the robot will run and defend itself (using its mechanical strength). However if treated as a child and given sympathy, Bobby the robot will respond appropriately. Characters that act matronly to the robot will receive additional bonuses to winning its confidence and if treating it as a scared or hurt child, the robot responds appropriately and hugs or holds the adult that shows it some compassion.

With some slight variations on the situation, the following events begin unfolding. The injured bully, Ricky, if alive, will be taken to the hospital, where his family will meet him. His parents will demand that the police find and prosecute the boy that injured their son so gravely. The police will begin a manhunt of Bobby. Ricky, having been in the wrong by bullying other children, will not say much, but after a time will eventually plead for forgiveness for his actions, which considering his almost fatal condition will surprise a great deal of people who believe him to be the victim to that point. If deceased, Ricky's body is taken to the hospital for medical examination, where it is discovered that he was killed by a blunt force trauma to the chest that stopped his heart (Bobby the robot



THE DOCTOR AND SARAH JANE INVESTIGATE

pushing him hard). The police will also begin a manhunt for Bobby at this point as well, so it is up to the crew to help find the Robot boy if he has run away and eluded everyone.

If Bobby the robot has befriended the TARDIS crew, then it may be the case that the crew are with the robot, when the police want to take “the machine” into custody. The police from 1976 will first expect to have to find a human boy, and are not be prepared to accept that the robot boy has any intelligence or is anything other than a mechanical danger.

Bobby the robot is in fact a sentient Artificial Intelligence (AI) constructed by explorers from another world (Noccimoc, located near the middle of the Milky Way). The robot, which can change its shape transformer-like was sent to investigate deep space. Once deep into the exploration mission towards the outer rim of the Milky Way galaxy (where Earth is located), the explorers of Noccimoc lost contact with the robot explorer. However, Bobby (as the explorer robot is now known) was programmed to learn from its surroundings and collect data. Landing on Earth it landed near the school yard, and seeing the children, reconfigured itself to look like the children that it was around. Bobby, separated from its deep space control, started to learn and behave like the children as it was gathering info to survive. Bobby is not a danger, and only pushed Ricky in response and mimic of Ricky pushing the other children, harming the bully.

Local authorities will assume that the robot is a dangerous alien or built by someone on Earth. The authorities may call in UNIT to investigate the odd situation as well. Ultimately, the parents and authorities will call for the destruction of the child robot for “safety concerns” and the lock up the robot as they debate the robot’s future. They are intent to eliminate this “danger”.

The children (including the bully Ricky), who really like Bobby, will hatch a plan to rescue the robot on their own so he is not hurt or in trouble. The children may ask the player characters for help, if the PCs have won the confidence and respect of the children (which other adults have not as they talk about destroying the robot, etc.). As the authorities and parents debate the robot’s fate, the children will try to sneak through the building and unlock the doors to help Bobby go free. Of course, encounters with guards, or an alarm that the escape is happening can complicate things. The GM should expect a chase as the authorities try to recapture the robot and the children helping in its escape.

The children, Bobby the robot, and the characters will hopefully find themselves back at the playground. This is near the place where Bobby’s space pod vehicle is. Returning the robot boy here will allow him to return to the heavens. The TARDIS crew, if versed in science and electronic engineering can boost Bobby’s signal so that he can reconnect with Noccimoc and again be connected to his home word as he continues his exploration of the heavens. The children will collectively agree to protect each other, and the characters, and will not tell the adults what happened or where the mysterious robot boy went.



TOMMY, BOBBY, AND EDDIE

BOBBY THE ROBOT STATS

If using the FASA *Doctor Who* RPG:

<u>STR</u>	<u>END</u>	<u>DEX</u>	<u>CHA</u>	<u>MNT</u>	<u>INT</u>
V	IV	IV	IV	II	II

Max Op End: 20 points
Skills: None.
Weapons: Fist (1D6 damage)

If using the *Time Lord* RPG:

<u>STRENGTH</u>	<u>CONTROL</u>	<u>SIZE</u>	<u>WEIGHT</u>	<u>MOVE</u>
4	2	4	3	2
<u>KNOWLEDGE</u>	<u>DETERMINATION</u>	<u>AWARENESS</u>		
1	2	1		

Wounds: 10
Skills: None.
Weapons: Fist - wounds 2 damage

If using the *Doctor Who-Adventures in Time and Space* RPG:

<u>AWARENESS</u>	<u>COORDINATION</u>	<u>INGENUITY</u>
1	2	1
<u>PRESENCE</u>	<u>RESOLVE</u>	<u>STRENGTH</u>
1	4	4

Wounds: Standard
Skills: None.
Traits: Robot [special]
Weapons: Fist - 2 [1/2/4]

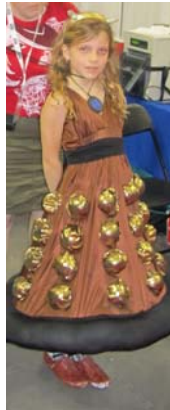
DOCTOR WHO COSPLAY AT GENCON

by Stitch and Zepo



SOMETIMES EVEN A WEEPING ANGEL NEEDS A HUG

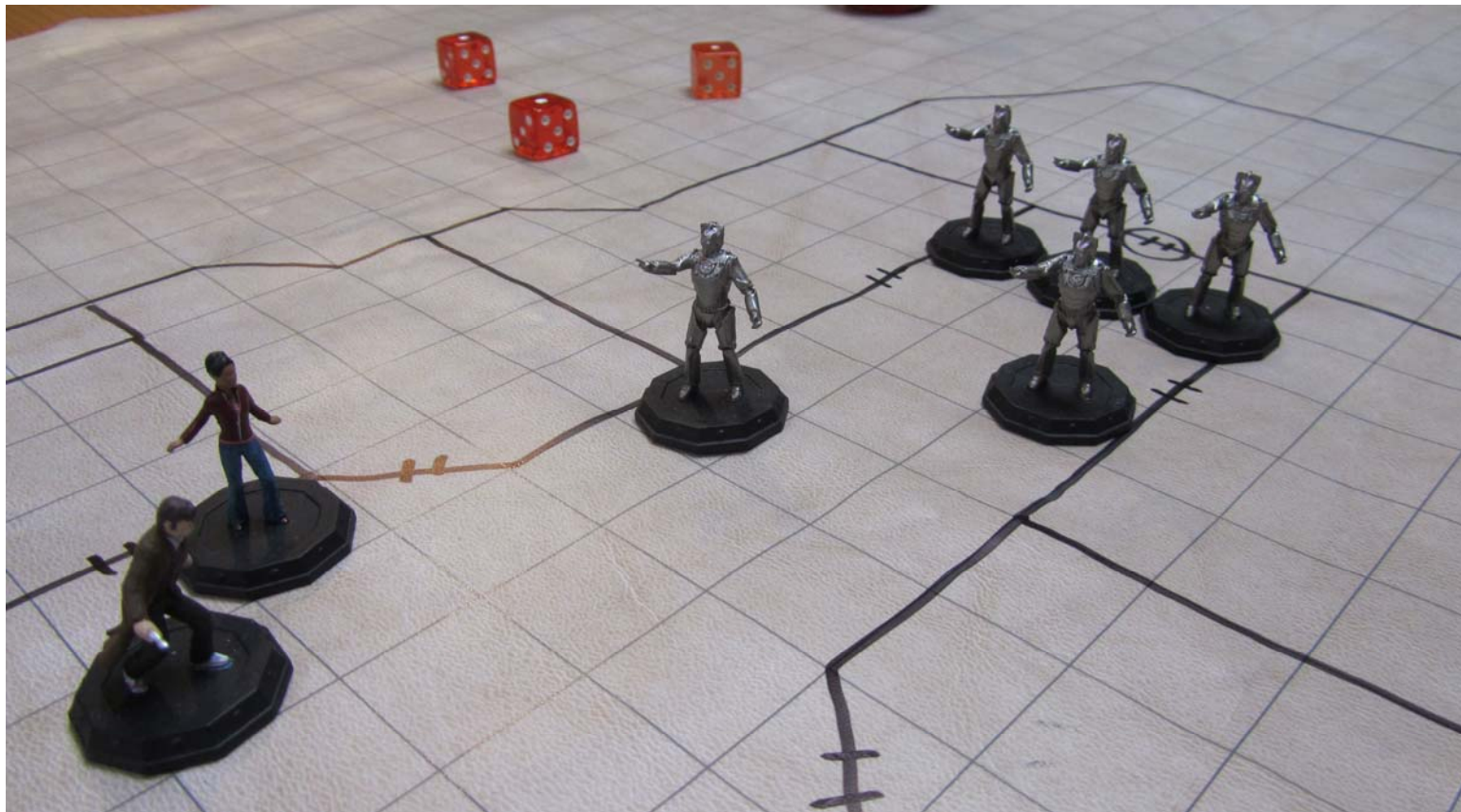
This year something happened that we never expected: *Doctor Who* was one of the top cosplay themes at GenCon! Only the character of Link from The *Legend of Zelda* video games may have been more popular as a single character. Having taken a count from the start of the con we saw a total of 33 people dressed as the Doctor or a related character (and a fez or a scarf alone did not count). To put it into perspective, we only counted 10 people in chainmail bikinis (and that's counting the Princess Leia slave girls) which have been a GenCon costume staple for years! The top *Doctor Who* character? Matt Smith's 11th Doctor! Surprisingly, the formerly popular 10th Doctor seems to have all but faded from the cosplay scene—we only saw a single person dressed up as him!





**MATT JUMPED INTO THE PHOTO AND ONLY AFTERWARDS
DID THE DOCTOR AND AMY REALIZE THAT HE WAS THEIR COUSIN!**





GAME MASTERING TIPS: USING MINIATURES

The first role-playing game, *Dungeons & Dragons*, grew out of specialize rules made for the *Chainmail* medieval miniatures strategy war game in Dave Arneson's basement. As he expanded the rules and added game play for the individual characters and their actions, the game became more and more of a storytelling experience. But from the very beginning and thanks to its roots, miniatures have always been a part of formalized role-playing gaming.

POINTS TO CONSIDER

The following are some items that GMs should consider when using miniatures at the game table:

- **Miniatures are not necessary.** Most effective RPGs are played completely in the imagination of those at the table. If the miniatures end up slowing down your game, or making people worry too much where they are, then do not use them. The adventure's action needs to flow smooth and be fun, and if the miniatures become a distraction it is better to lose them.

- **Use a battle mat.** Having a surface with squares or hexes (high end battle-mats have both, one on each side) makes it easy to draw out maps of the area where the adventure happens.

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In recent years, the move back to the strategy that was part of the original days has returned a bit. For example, in the early 2000s miniatures based games such as *Hero Clix* and the *Star Wars Miniatures* were released. These were miniatures that were also collectable, with varying rarities for some figures (the *Magic: The Gathering* collecting theory applied to miniatures). And with the release of the 4th Edition of *Dungeons & Dragons* in 2008, the game has returned to the importance of positional play as part of the game's strategy. In turn Wizards of the Coast have sold numerous sets of Dungeon Tiles and also released blister packs of miniatures. The miniature market was briefly revived with new pre-painted miniatures being the rage.

But recently, these products have again fallen out of favor, for being too expensive, not selling well enough, and having too much product for collectors to keep up with. The *Star Wars Miniatures* game ended production in may of 2010, and in 2011 Wizards of the Coast announced that they would no longer be making the *Dungeons & Dragons* miniatures. That's not to say that miniatures are no longer popular (companies like Reaper and Ral Partha are still making awesome figs), just that the boom that commercial companies (aka. not-gamer-run-companies) thought they would see from a miniature market never seemed to really materialize. Why? Because the commercial companies



MARTHA AND THE DOCTOR ENCOUNTER CYBERMEN ON A SPACE FREIGHTER

do not really understand their games and gamers. One simply does not need miniatures to play the game and have fun. And smart players realize that if the rules say that you need to move strategically, there is a simpler and cheaper way to incorporate that mechanic (such as by using simple counters or paper miniatures). Gamers know damn well that you do not need the miniatures in the first place. They are there to add to the fun.

And with that comes our first lesson. Miniatures are an addition to any role-playing game whether playing *Doctor Who* or another RPG system. They can add life and help players visualize the action, but often not any more than a player's mind's eye can. That said, miniatures can be a lot of fun and add some color and strategy to a game.

The strength of miniatures is the ability to give perspective when it comes to distance and location for the players at the table. Sometimes characters that are half a football field away want to run up to a door past other players that are closer. By seeing the actual scale of distance on the table lets players truly understand the relative locations of the characters and enemies. That said, it is very important for the GM to keep scale when drawing maps on a battle mat or this element of the use of miniatures may be lost.

Miniatures are also good for helping people imagine something in three dimensions. If there is a cliff overlooking the location where the player are, and the GM stacks some books on the table with Daleks overlooking the miniatures of the characters (as if over the cliff), it is much easier for the players to understand the lines of sight and lines of fire that might be present in that situation. Seeing the fact that some characters are, or are not, "in the line of fire" on the map may make some vocal and chronic complainers less argumentative at the table. Some players are also very visual when it comes to understanding concepts

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- **Learn to paint your own figs.** The current rage in minis is to buy pre-painted figures. That saves some work, but does not allow you to customize your characters and takes some of the unique elements away from the figs themselves. Becoming good at it takes time, but the payoff is huge. It can even make you money.

- **Use easily identifiable miniatures.** Chose figs that best represent your character. If painting your own we recommend putting the character's name on the base if possible.

- **Use a varied collection of minis.** Sure everyone wants their characters, or a number of baddies such as Cybermen or Daleks, but having figures for NPCs and other characters in the game really allows one to model an event.

- **Paper figs are just as effective.** One does not need to use sculpted three-dimensional figures. Using paper cutouts work just as well, and cost almost nothing. There are many available free on-line, and it is easy to make your own by simply printing out a small scale picture of your character. If not using paper figs, counters with names can be just as effective, but then those are not really figures.

- **Use figs when location is important** in the module. Minis are best for knowing where things are in relation to one another, so use them in important encounters where this matters. Do not bother mapping every room.

- **Only move your character on your turn.** Only the player whose figure it is, or the GM, should move a given figure. It is bad etiquette to touch someone else's figure. Only move the figure on your turn.

- **Facing does not matter**—but it does. The facing on a miniature does not matter, but it is common courtesy to face the miniature in the direction that the character is indeed facing.

- **One can use dice placed next to the figure for easy record keeping.** Small dice are sold that can be used as a marker for initiative or even hit points of characters. Too many of these and it may clutter the play field.

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- **Use counters or markers** (such as a “?”) to **point out items of interest that are unknown**. Only when the character gets close enough to identify the item should it be revealed.
- **Use figures and tiles from other games**. The map tiles from *Space Hulk* are a favorite of ours to use. Make use of other games to get your miniatures as well, and write some good modules around those items.
- **Use full 3-D maps and minis if you can**, but this is a lot of work, and is rarely possible.
- **Modify existing minis to create your own characters**. Adding the right head to a figure in a space suit, and paint it properly, and you have the Doctor in “The Waters of Mars”.



THE TARDIS CREW HIDE AROUND THE CORNER AS THE CYBERMEN ADVANCE

DOCTOR WHO MINIATURES

Over the years there have been a number of *Doctor Who* miniatures produced near the 25mm scale for gaming. The ones of note:

FASA / CITADEL MINIATURES: Made for use with the FASA *Doctor Who* RPG. These were lead minis you had to paint yourself. Came in small TARDIS-like boxes in the USA, and blister packs in the UK. Well sculpted miniatures, produced from roughly 1985 to 1986.

HARLEQUIN MINIATURES: Made for the *Doctor Who Invasion Earth* miniature game. These were white metal (pewter) miniatures that one had to paint oneself. Well sculpted miniatures, but there were so many released they were ridiculous to collect. Produced from roughly 1997 to 1999.

DOCTOR WHO MICRO UNIVERSE FIGURES: Made as the pieces for the *Doctor Who Micro Universe Game*. These were pre-painted miniatures made from a rubber-like plastic. The detail on them was not very good but they do the job for most purposes. Produced in 2007. (Used in the photos for this article)

DOCTOR WHO ADVENTURES FIGURES: Made as simple plastic figs for kids to play with in 25mm. The right scale, but very poor sculpts and hard to paint. Produced circa 2011.

or theoretical ideas. Those players who work best with visual cues may really enjoy games that have miniatures as a part of the action. It may give them a better grasp of the situation and allow them more freedom to think up solutions. This works best if the Game Master also has terrain and other features for use on the board as well, but this is often expensive and time consuming for one to put together.

Figures also bring some excitement and fun to action sequences. Being able to see exactly where the baddies are when you come under fire, and watching them removed from the board after you destroy one is a concrete reminder of the events taking place. Miniatures are excellent for these type of battle sequences (after all the roots of the use of miniatures come from war games). Of course, as a game in which outsmarting the enemy is preferred over engaging in direct combat, *Doctor Who* RPGs are not the best suited for this use.

Being able to get miniatures is one of the great stumbling blocks for their use in *Doctor Who* games. Only a few specialized miniatures were made for the universe and finding these has become increasingly rare and difficult. The FASA figures are almost impossible to now find (at least the sets worth having such as the Doctors, Daleks, Cybermen, etc.). The figures that were made for the *Doctor Who Invasion Earth* miniature game are great for gaming, but they too have generally disappeared from the market. Other *Doctor Who* figures, made for other games, are hard to track down as well. Obviously, making one's own Daleks or Cybermen is extremely difficult, though there are some independent sculptors that make figures for gaming pur-

Other independent miniatures were produced, but not under official BBC license. Also licensed metal figures in other sizes were made (such as by Fine Art Castings) which we consider unsuitable for gaming due to their size.



THE TARDIS TRAVELLERS RELEASE THE HOIX FROM THEIR JAIL CELL AND THEY HELP ATTACK THE CYBERMEN

poses. We have found Matt Smith figures on-line but not commercially sold.

Currently there are no decent licensed miniatures available. We rarely see full unpainted sets of previously produced figures for sale, such as on E-bay. Figures that have been pre-painted sell for more than what we think is a fair price for a painted figure. We've seen a Harlequin figure of an Ice Warrior sell for as much as \$90 for a single painted figure, while a carded unpainted figure of the same type was for sale for as little as \$6. This should be an indicator of those gamers interested in the miniature hobby that learning to paint one's own figures is worth the effort in cost savings alone. Simply collecting the figures is often too much of a pain to be worth the effort even when they are newly released. We reiterate these main complaints to miniature manufacturers—provide sets so that one can buy numerous Daleks, Cybermen, Sontarans, etc. at one time. Also sell sets so that one can buy all the figures they have release in a large pack, so collectors do not miss any (and stop exclusives to hunt down too). For some reason miniature manufacturers always miss these very points that would make gamers happy and increase their sales!

Miniatures can be a fun, and visually exciting addition to a role-playing game. But they take money to acquire, time to paint, and additional materials (battle mats, terrain, etc.) in order to effectively use. However, if one makes the effort, gaming with miniatures adds to the excitement and scope of the game. Give it a try.



MINIATURES-RELATED DOCTOR WHO RPG TRIVIA

Jordan Weisman who founded Whiz Kidz Games and introduced the word to *Hero Clix* and the idea of collectable miniatures with their stats built into the base, was the person running FASA when they got the license for the original *Doctor Who* Role-Playing Game. He is also credited as the Graphic Designer for the FASA *Doctor Who* RPG.

COMIC BOOK CROSSOVERS

Gamers are often fans of more than one genre within the sci-fi universe. A quick search on the internet for graphics for “Doctor Who versus Doctor Doom” netted us these great graphics that we found on-line depicting our favorite Gallifreyan hero battling Marvel comics most icon villain. Totally awesome! But will we ever see it really happen?

Well, if you are Campaign Mastering a *Doctor Who* role-playing game, there is no reason why it cannot. Crossover adventures might need to be handled carefully to ensure that one gets the details of the crossover correct, but there’s no reason that the trappings of a favorite comic book or animated film could not be borrowed for an adventure module.

In the DDWRPG’s own campaign, one of our group’s Game Masters took the plotline from the animated movie *All Star Superman* and converted it into an adventure that featured genetically altered super humans that battled for control of another world. The adventure worked because the players were more interested in defeating the villains than they were trying to figure out where they may have seen such a plot before. Only those who were familiar with the movie realized what might be happening but with a change of context and different details the story still worked without seeming derivative.

Some players may relish a chance to meet their favorite super-powered villain in a game. If this is fun for them, a Game Master should not be afraid to make it happen. Most comics seem to create reasons that super-powers exist. And if the comic explanation is too fantastical, a GM just needs to adjust the reason or the details of how or why such an item does or does not work the same way in the game. As long as it is generally reasonable, a GM will find very little opposition to their explanations or rulings. Players are interested in fun.

GMs should not be afraid of straying into crossover territory with comic books. Most players will enjoy the moment and only the most pedantic of saddos will argue minute details. Of course, a GM should be on the lookout for metagaming as some players may believe that their characters know everything they do about the crossover world.



A MARVEL MATCH-UP DREAM CROSSOVER:
DOCTOR DOOM VERSUS DOCTOR WHO



AN EPIC BATTLE THAT SOME PLAYERS CANNOT RESIST BEING A PART OF

GAMER POLL: FAVORITE DOCTOR

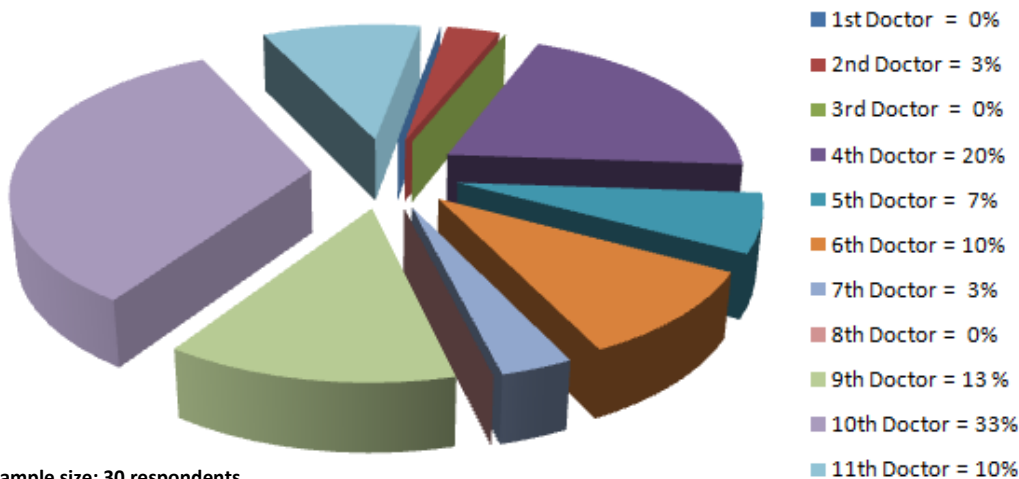
We put the question to our readers “Who is your favorite Doctor?” and other than the flippant replies of “Yes!!” these were the results. Top of the poll came David Tennant’s portrayal of the 10th Doctor. This was really the Doctor that catapulted the returned *Doctor Who* series into the modern spotlight so this was not a huge surprise. Second in our poll was Tom Baker’s Bohemian 4th Doctor who has remained ever so popular since the 1970s as the quintessential Doctor. Third in the poll was Christopher Eccleston’s 9th Doctor which one respondent said, “Is by far the best actor the series has seen in the title role. He can convey emotion without saying a word.” Surprisingly Colin Baker’s 6th Doctor, notoriously a poor performer in polls came in fourth here. Peter Davison’s 5th Doctor came in fifth in an appropriate placing. The 2nd and 7th Doctors both got votes to round out a tie for sixth place. Three Doctors failed to get a vote in our poll: William Hartnell’s 1st Doctor, Jon Pertwee’s 3rd Doctor, and the short lived 8th Doctor portrayed by Paul McGann and featured on this month’s cover.

We had numerous respondents that said “I can’t choose” or “All of them” but as that was not in the spirit of the poll, we did not count those votes. We’ll revisit this poll in the future.



Sample size: 30 respondents

Favorite Doctor



by: Zepo



DDW DW RPG

DIARY OF THE DOCTOR WHO **ROLE-PLAYING GAMES**



NEXT ISSUE:

**MORE ADVENTURE MODULES
PLANET TLIRR CAMPAIGN SETTING - A LOOK AT TOTAL PARTY KILLS
THE DOCTOR WHO EXPERIENCE
and More....**

Send your contributions, articles, comments and correspondence to:
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